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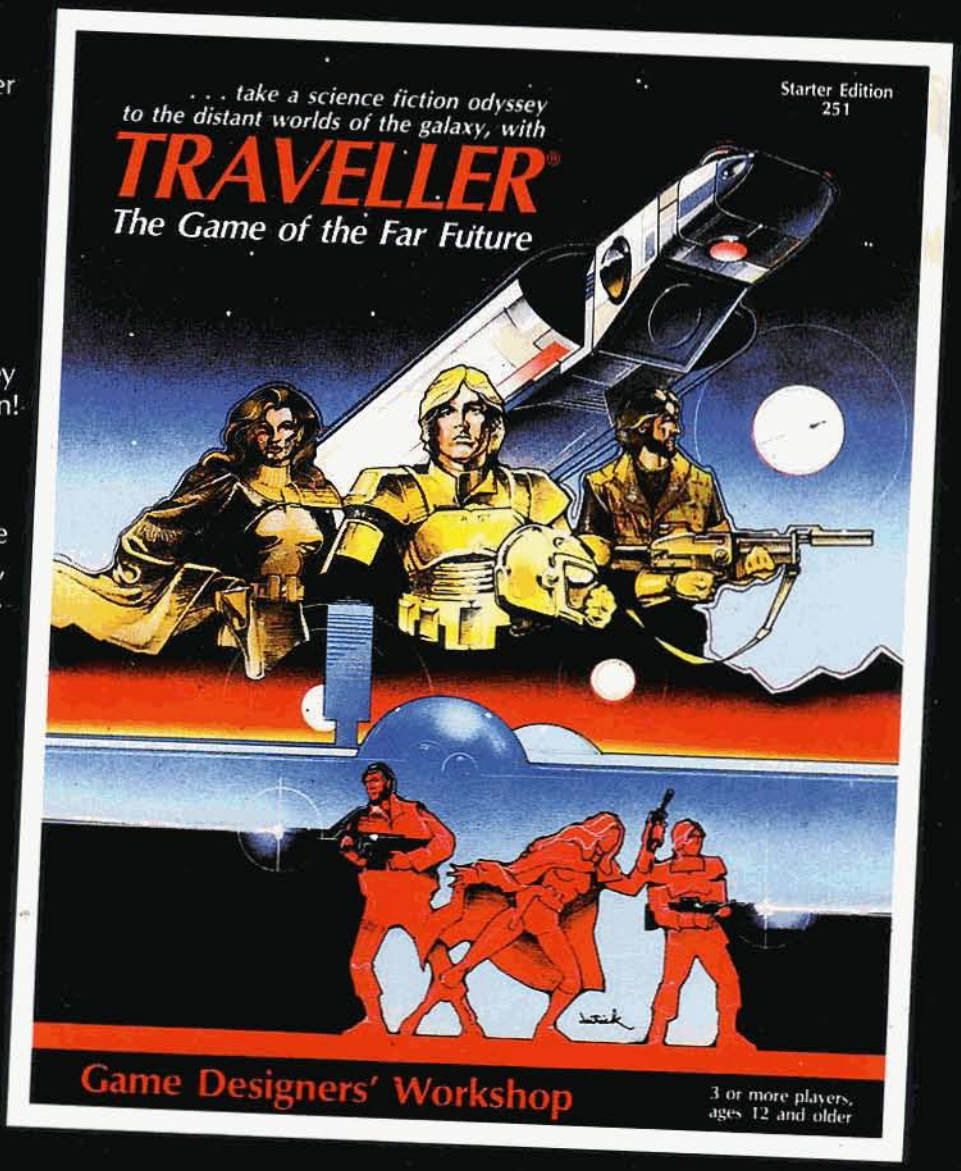

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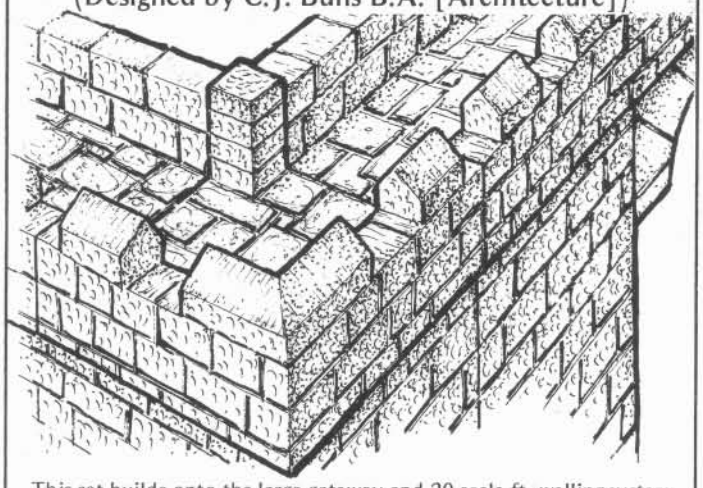

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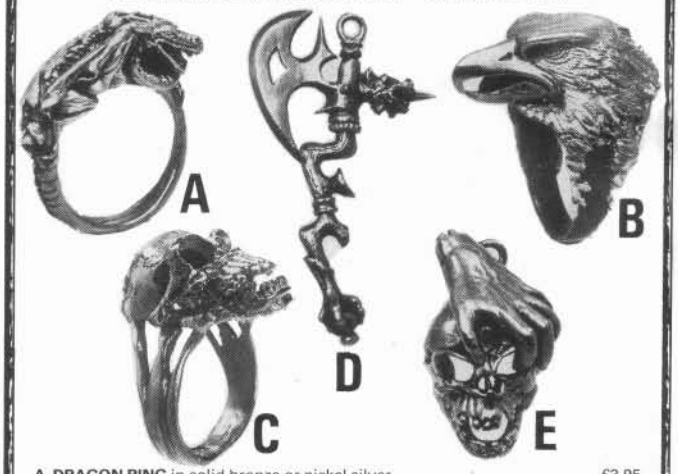

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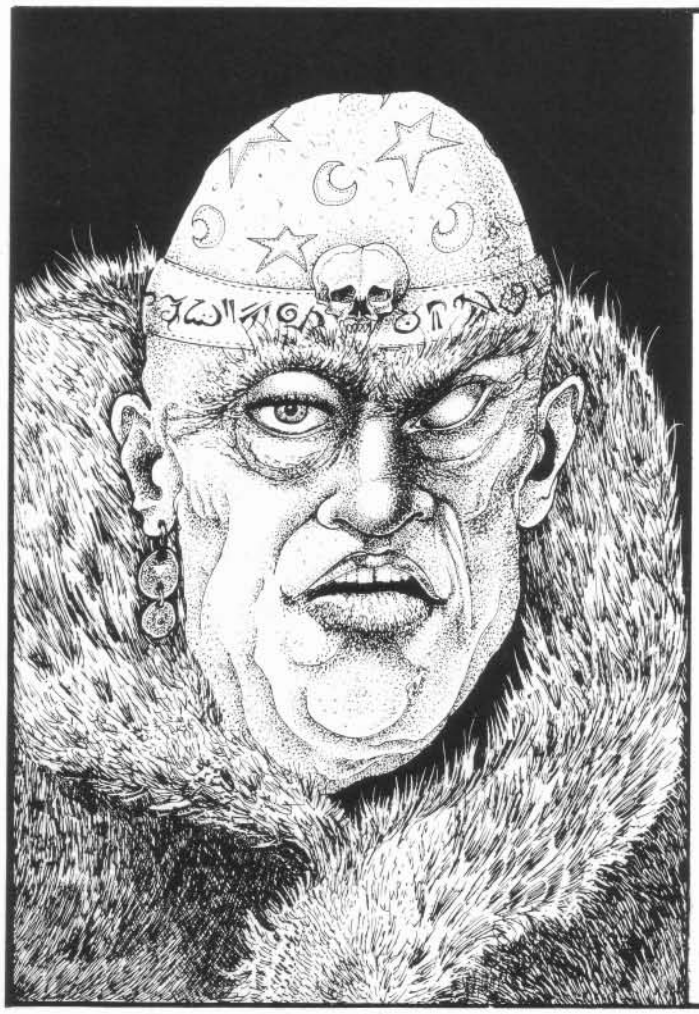

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SEE NEXT ISSUE FOR A PREVIEW OF EVENTS AT GAMES DAY

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Entry to Games Day Competitions events has, in the past, been a bit of a struggle. This year we are going to change all that, and here's how: on November 5th all prospective players will be issued with a draw ticket. Their name and number will then go into a pool from which the players and reserves for the Official Competition events will be drawn. A second draw will then take place to allocate players to the Invited Competition events.

We invite you to enter your name for the draw in advance, and so avoid the Games Day queues. All names received during September 1983 only, will be used for a special preview draw that will fill the first round of each of the competitions listed below to ensure a promt start to Games Day. These players will be informed by post during the third week of October. Undrawn names will then go foward to the November 5th main draw.

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a) Feel around the walls for a light switch? (Turn to page 39)
b) Draw your weapon and strike blindly at the un-named horror? (Turn to page 40)
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Turn to the page indicated in one of the above options to find the results of your decision.

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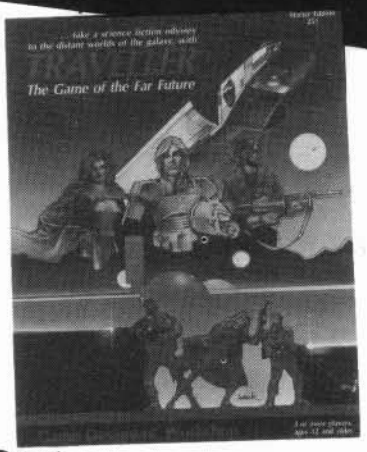

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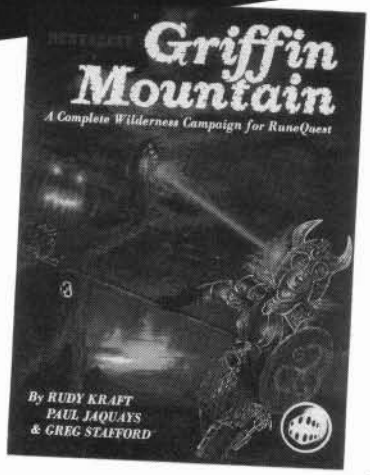

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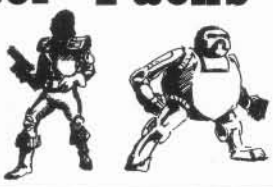

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This issue bears a significant change in our editorial content. Not one, not two but *three* cartoon strips are included. Few cartoon strips are liked by all people as humour varies from person to person. Please give our strips a chance to settle in, but give your initial reactions by answering question 1 in *The Reader Strikes Back* on page 37. I hope you take the trouble to complete the questionnaire as we would rather react to constructive criticism than publish material that we think you will like. Besides, we are all robots here and it is our duty to serve and obey!

Ian Livingstone

FEATURES

Dealing with Demons — *Dave Morris* — 13
Part 2: The Lesser Demons in *RuneQuest*

Stop, Thief!! — *Marcus L Rowland* — 17
The Thieves' Toolkit in *D&D*

Irilian — *Daniel Collerton* — 20
Part 4 of the complete *AD&D* city

Thistlewood — *Joe Dever* — 28
A *Warhammer* battle scenario

The Reader Strikes Back — 37
Tell us what you want to see in *WD* through our Questionnaire

DEPARTMENTS

Open Box — 10
A look at some new games by independent reviewers

Critical Mass — *edited by Dave Langford* — 12
Downbelow Expectations – book reviews

Starbase — *edited by Bob McWilliams* — 16
The Gate, a *Traveller* adventure cameo

Thrud the Barbarian — *by Carl Critchlow* — 18
The first in a new fantasy cartoon strip

The Travellers — *by Mark Harrison* — 19
The first in our new science fiction cartoon strip

Letters — 26
Readers' views, questions and comments

RuneRites — *edited by Oliver Dickinson* — 27
Divination – some questions answered

Fiend Factory — *edited by Albie Fiore* — 32
Plane Speaking – Para-Elementals in *D&D*

Treasure Chest — 34
Elemental Items: magic items to summon the *Fiend Factory* monsters

News — 35
What's happening in science fiction and fantasy gaming

Super Mole — 36
The first in our new gossip column plus *Gobbledigook*

Small Ads — 38
Clubs, Help! and *Classifieds*

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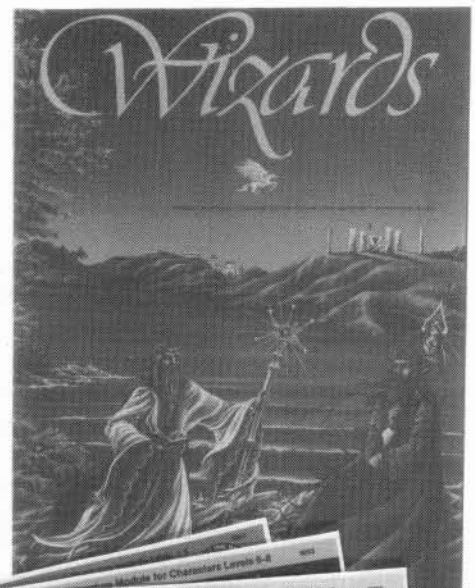
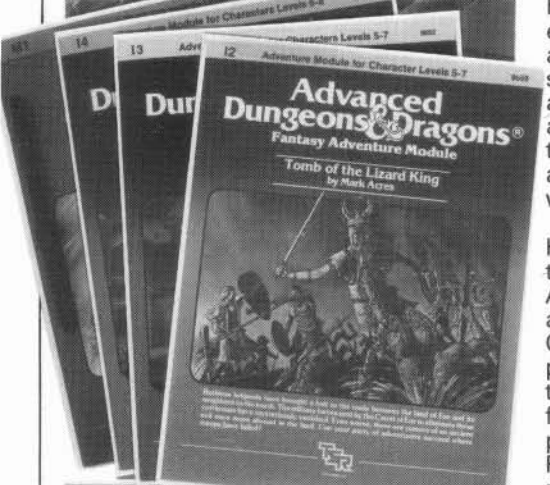
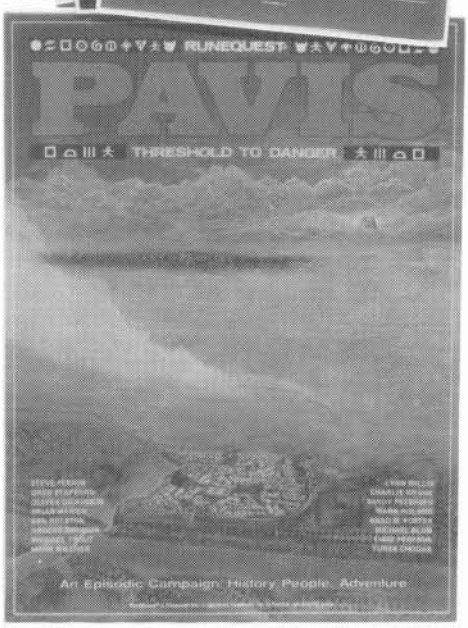
Independent reviewers take the lid off some current games.

Open Box







WIZARDS
The Avalon Hill Game Company £14.95

Wizards is a moderately complex game for two to six players. The setting is a world of fantastical Enchanted Islands, within which the players must seek six Sacred Gems and bring them to Ruktal, the Druid High Priest, so that he can permanently banish the Evil Spirit from the world. The first player to achieve this epic goal wins the game.

The beautiful artwork in pastel shades on the box cover is mirrored by the Beautiful and Exotic language of the Rulebook. The Introduction describes a sub-Tolkien struggle of Good versus Evil, in which Elves, Druids and Capital Letters abound. This pretentious style is retained througout and reaches its climax in the Designers's Notes, which explain to the Awe-struck Reader that: 'In Gaming, as in Ritual and Art, players act out truths... When *Wizards* is played and these truths are acted out, their reality is established both in the Wizard's world and in our own world, and the Game has Power to affect the course of events.' Can we really improve the world by playing *Wizards*?

Shed of its spiritual overlay, *Wizards* contains a mass of fine ideas. The players must first set up the board, choosing themselves the precise location of each Enchanted Isle. Each island is a full colour die cut tile, covering 19 hexes of sea. This method of placement ensures that each game will be different, and also enables players to co-operate, so that the terrain is placed in the most advantageous positions. Unfortunately, a disadvantage is that the islands do tend to wander unexpectedly as players attempt to move their pieces. A clumsy wizard can make a shambles of the board.

Next, the wizards must find an elusive High Wizard, Sorcerer or Ruktal, in order to become initiated into a Magical Order. After Initiation, players then have to accomplish Tasks, described on Task Cards, which are obtained from the player's mentor or through encountering the inhabitants of the Islands. Successful completion of Tasks increases a player's Knowledge, Perception and Power and, when a certain number of points of each commodity has been reached, the player will rise a Level. When he reaches Level IV, the player may start to collect the Sacred Gems, and eventually, if he can avoid the despicable False Wizard who steals Gems, he can present them to Ruktal and claim the victory.

Sounds simple, doesn't it? Regrettably, movement around the Enchanted Islands is complicated by Demons, Dragons and Traps, not to mention local boat shortages, which can leave a wizard stranded for days. Movement rates are slow compared to the distances covered, especially as many Tasks involve visits to half a dozen or more widely separated points. Only in the later parts of the game do the players obtain 'Transporting' spells which greatly speed up movement. Players can also obtain animals which may help.

Players must co-operate with each other for the good of the Enchanted Islands. Each fortnight of game-time the Evil Spirit will attack and spread Darkness over one island, making it impassable. The players can thwart an Evil Spirit's attack for every ten Tasks completed. Naturally, if all the Tiles are taken over by the Evil Spirit, all the players have lost, so there is a premium on mutual assistance, such as rescuing each other from Traps or from being stranded on an Island without a boat. In fact, there is little other player interaction, and it is very difficult to hinder another player's progress.

The Rules are not easy to understand, because there are so many special cases, which overrule the norms. For instance, a high proportion of the land hexes involve special movement and encounter rules, to which players must make constant reference. In a small number of places, the wording is slightly ambiguous, which can lead to misinterpretation and a great deal of wasted playing time.

In terms of enjoyment, which is what really counts in a game, *Wizards* is a success. Though it is at times frustrating, at other times it is compelling and fascinating. It is not a game for the faint-hearted; one of our games took nearly ten hours from start to finish, and involved 26 weeks of game-time (one turn lasts one day of game-time), though admittedly we were not experienced players. It is difficult to estimate play balance without playing the game several times, but the balance seems to swing wildly near the end of the game, as first one player and then another seems on the point of winning only to fail at the final hurdle.

Rules:	**5**	**Enjoyment:**	**8**
Playability:	**7**	**Complexity:**	**6**
Skill:	**6**	**Overall:**	**7**

Alan E Paull

DUNGEON MODULES

I2 – Tomb of the Lizard King	**£3.95**
I3 – Pharoah	**£4.50**
I4 – Oasis of the White Palm	**£4.50**
M1 – Blizzard Pass	**£4.50**

TSR Inc

Brigands are wreaking havoc with the southern trade routes, merchants are wringing their hands and tearing their hair while demanding that the Count does something to put an end to this outrage. The Count of Eor is looking for brave adventurers to eradicate the evil brigands and to seek out the power behind the attacks. *I2 – The Tomb of the Lizard King* is a difficult adventure for 7-9 characters of 5th-7th level designed to test a party's mettle and playing skill. It is a fast paced adventure which kicks off with quite a bang or more accurately a roar. A short wilderness adventure follows which leads players to the tomb. Here the real challenge begins. Make no mistake this is not an easy adventure to complete, players reluctant to risk their own characters are encouraged to play one of those provided with the module. Getting through with your own character is, however, worth it, there are some nice goodies to be had. Competent and experienced players will face a challenge commensurate with their abilities. Failure to use those abilities to the full will prove fatal, the tomb is no place for blundering around in.

DMs who enjoy hamming up their role-playing will have fun portraying the party's guide to the tomb. He's as looney as they come and likely to drive a party crazy. *I2* suffers in places by sloppy printing; fortunately mistakes are fairly

obvious and should pose no problems to a competent DM. A good module for those who enjoy challenging gaming sessions with plenty of opportunity to be cautious, thoughtful and aggressive.

Modules *I3 Pharoah* (5th-7th level) and *I4 Oasis of the White Palm* (6th-8th level) are the first two parts in the *Desert of Desolation* series. Driven into the desert for a crime they did not commit the players soon become involved in some excellent adventure situations. In *I2* they encounter the spirit of Amun – Re, Pharoah, cursed to wander the desert until his tomb is robbed. He begs the players to remove his *Staff of Ruling* and the *Star Gem* from his tomb so the curse can be broken. Built as a thief proof tomb the pyramid has so far lived up to its reputation, but who can resist the lure of the Pharoah's wealth? The design of the pyramid is very imaginative and the use of wall carvings to provide background information to the adventure really brings it to life making it more than just a collection of rooms.

I4 sees the players arriving at the *Oasis of the White Palm* which is on the brink of turmoil. Shadalah the bride to be of the shiek's eldest son has been kidnapped and the shiek believes her to be held by his enemies somewhere in the oasis. So the search begins as players role-play their way around the oasis trying to discover the missing Shadalah.

I3 and *4* contain wilderness maps and a number of smaller adventures which complement the main ones. Presentation is high and a new format is introduced utilising a short paragraph to quickly describe how the adventure should be run. This is followed by distinct listings of Traps/Tricks, Monsters, Treasures, etc. This system makes it far easier to find information quickly and reduced the chance of leaving something important out in the heat of play.

I3 and *4* are both excellent adventures, they are imaginative, colourful and challenging. If *I5 The Lost Tomb of Martek* is as good as these two the *Desert* series will be one of the best yet ranking with the *G* and *D* modules.

M1 Blizzard Pass is a new departure in module design. A solo adventure for a thief of 1st-3rd level, it uses the Basic Rules and deals with the thief's attempts to cross Blizzard Pass. Instead of simply printing all the entries clearly *TSR* have opted for an invisible ink format. The module comes with a special pen and numerous blank boxes, by rubbing the pen over a box a hidden message is revealed. Otherwise a standard solo format is followed.

M1 is fairly easy to complete given a reasonable amount of luck (if you can't hit anything you are going to die!) and is quite short. The invisible ink novelty soon grows a bit thin after you've tediously filled in your 4th and 5th box. The module also contains a short and straightforward adventure for a 2nd-3rd level party dealing with the exploration of the Pass. *M1* is simply not as good as the *Fighting Fantasy Gamebooks*, which have the advantages of being considerably cheaper and longer. *M1*'s main appeal will lie with children; any just getting into *D&D* will no doubt greatly enjoy it.

After a disappointing start in *I1* [*WD40*] the *I* series is fast becoming one of the best available. Presentation is high and the adventures are excellent. To anyone looking for interesting and exciting adventures at these levels I recommend them most highly. At £4.50 *M1* is horrendously overpriced and not worth considering, it's just too much to pay for what you get.

	I2	I3	I4	M1
Presentation	8	9½	9½	7
Playability	9	9	9	7
Enjoyment	9	10	10	7
Skill	10	8	9	5
Complexity	7	8	8	5
Overall	9	10	10	6

Jim Bambra

PAVIS: THRESHOLD TO DANGER
Chaosium Inc **£14.95**

I should begin by declaring an interest: my name is on the front of this pack, with many others. The reason is that it includes a Griselda story, *The Great Chart Caper*, also various rumours concerning Griselda and Wolfhead, and the two dives mentioned in the stories, Loud Lilina's and Rowdy Djoh Lo's are among listed establishments. All of which is very gratifying, but I do not intend to let it affect my independence as a reviewer, particularly since none of my offerings have appeared in precisely their original form (sigh; sometimes it mattered). I hope that readers can accept this.

Pavis should be familiar to all *RQ* players as the city on the eastern edge of Prax. It has in fact been the site of one of *Chaosium*'s house campaigns, and as a result it is probably better known than any other city of Glorantha, and is a natural for *Chaosium*'s first purely *RQ* city-pack.

As is now usual in *Chaosium* products, the information provided is given in different booklets, one for the players, one for GM's, and a third containing scenarios. Two large maps are provided, one of New Pavis and its immediate neighbourhood, the other of the whole Zola Fel valley, both repeated on a smaller scale in the booklets; the latter is essentially repeated from *Borderlands*, which can be easily co-ordinated with the *Pavis* pack. The players' booklet gives an account of the richly complex history of Pavis, shedding further light on that of Glorantha as a whole, and contains information on major personalities of the city, a list of prices, and accounts of local cults, some previously unknown (Pavis, Zola Fel, Flintnail and the local Mostali, and Lanbril, the Thieves' Cult of Glorantha, filling a long-felt want). Also described is Gimpy's Tavern, a major hangout for adventurers, and *The Great Chart Caper* recounts a recent event of some interest. In the GM's booklet are accounts of the climate, geography, and population of the Zola Fel valley, much fuller detail on the city, including a breakdown by districts, with close-up maps, showing the most prominent businesses and residents, a list of current rumours, and encounter charts. All is presented clearly and well; no stats are given for the major figures, perhaps because encounters with them that would require this are not expected. There are a few discrepancies – the Chief Administrator's name is variously spelled Jotoran and Jotaran, and Krogar Wolfhelm is stated to wear a chainmail hauberk frequently, which seems to clash with the rule that no metal armour can be worn in city-limits, cited in the *Welcome to the City* scenario, and observed even by the Lunar forces, as stats show. But such cases are very rare; in general presentation is excellent (with the fewest misprints I can remember!), the maps good, and illustrations effective.

The scenarios booklet may come as a disappointment to some. Rubble scenarios are being held over for a second box (which is now available in the shops), and so are two actually advertised on the box, as *Chaosium* apologetically explain within. The reason for this is the length of the Cradle scenario. What we get is a potentially very useful list of 'scenario books', ideas for GM's, an excellent introduction to Pavis, *Welcome to the City*, with which the GM can talk the players through the formalities of entry and their first impressions and can embroil them in trouble with a street-gang – the way that they handle this is likely to have a marked effect on their subsequent career in Pavis, a short burglary scenario for one or two characters and the Cradle scenario. This latter is an original idea. Essentially, it allows characters to participate in a known historical event. The PC's act as members of a larger group, playing their part well or badly but not able to affect the ultimate outcome; the GM is given the chance to stretch powers of description to the utmost in involving the players in this heroic deed. For heroic it is, no less than the defence of the magical cradle of a giant baby, the first to appear floating down the river for many centuries, against the Lunar governor's attempt to seize and plunder it, as was done in the remote past, killing the baby in the process. Allies of the giants, worshippers of the river, and enemies of the Empire will combine in this; but the Empire wields strong forces, physical and magical. In fact, the scenario is intended primarily for great warriors and Rune levels, and even these are expected to have an 80% mortality rate by the end; but rich reward and/or undying fame will be gained if the defence succeeds. The scenario is extensive, and players can be brought in at several points; they can, if less high-minded, even attempt to rob the Cradle while it is grounded in Pavis, or fight for the Lunars, who also offer rich rewards. But the story is told from the defenders' point of view; it makes a great and touching tale, full of imaginative description, for which Greg Stafford and all his helpers deserve thorough congratulation. I can see no obscurities or problems in it, but a word to the wise GM: keep this for the culmination of your Pavis campaign, for nothing will be the same after it.

The combination of *Borderlands, Pavis*, and the *Rubble* should make a campaign that will be difficult to beat for variety and excitement and (who knows?) defending the Cradle may become as popular as defending Gringle's Pawnshop, if considerably more dangerous.

Overall: 9 **Oliver Dickinson**

Critical Mass is a regular science fiction and fantasy book review column, edited by Dave Langford. This issue Dave looks at some Donaldson poetry, C J Cherryh's latest novel and some books that aren't ostensibly fantasy or SF in nature.

Downbelow Expectations

Since I began writing these columns the Earth has lumbered halfway round its orbit, an estimated 5,271,009 Langfordian brain cells have succumbed to the effects of alcohol and bad SF, and about the same number of pins have been stuck into Langford-shaped wax images by lovers of Stephen R Donaldson. Yet still I continue, with all the stamina and endurance of a kamikaze pilot. What keeps me going against such odds? [*The money – Ed*]

About Donaldson. Because I made snide comments on the great man's lapses into awful, turgid prose, several fans wish to lure me into a dark alley and belt me over the head with the complete chronicles of Thomas Covenant, assuming they can lift such a weight. Because I commented that Donaldson has flashes of peculiar power and originality, I've been denounced as a member of that vile cult the Illiterati, by other fans unshakeable in their devout belief that SRD is the worst fantasy writer of all time. I can't win.

So rather than review the rare 'unpublished' Donaldson poem on my desk (cut from *White Gold Wielder*, published in Australian SF fanzine *WAHF-Full* ed Jack Herman), I'll exercise my reviewer's privilege of quoting a bit. It's called *Scroll the Appalling---*

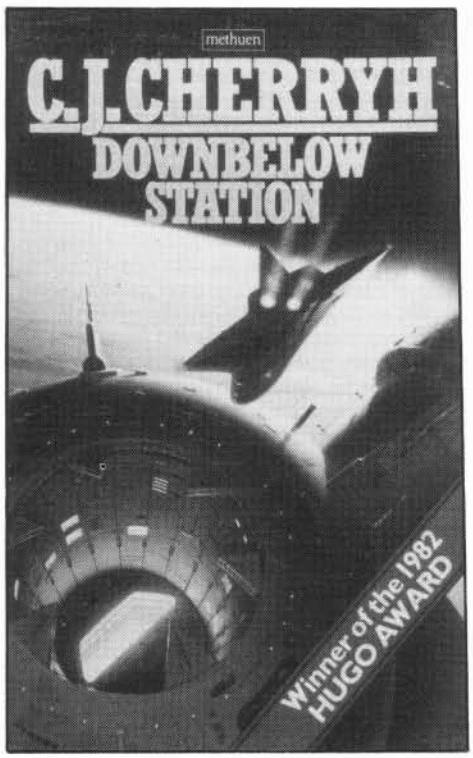
Upon a time he fought a war
With whales beached upon the shore,
For which he has been slightly sung.
His losses there were rather dear:
One ship, two longboats and a spear.
But Scroll could not be reached by fear,
For which he has been wrily sung.
Dead fishes could not him affright:
He flailed at whales all the night.
And when the tide bore them away,
'How bravely we have won today!'
He said---
For which he has been sung.

Wasn't that nice? Move over Shakespeare, Milton, McGonagall...

Downbelow Station by C J Cherryh [*DAW* 432pp $2.75; *Methuen* 432pp £1.95] was last year's Hugo winner. Other finalists were John Crowley's *Little, Big* [*Gollancz; Methuen* release imminent as I write], whose range, subtlety and density make it for my money one of the best fantasies I've read; and Gene Wolfe's *Claw of the Conciliator* – covered last issue. Having triumphed over *this* opposition and also over May's extensively hyped *The Many-Coloured Land*, Cherryh's novel ought to be great stuff.

Instead it's traditional stuff. Adequately but unexcitingly written, long and fragmented but not really complex in the manner of Crowley or Wolfe, *Downbelow Station* is old-fashioned 'hard' SF. It's about a long and wearisome power struggle which for the most part is numbingly realistic: messy compromises, forced decisions, lies and compromise, no room for heroics.

Summary: *Earth Company* colonized the stars but *Union*, vaguely communistic colonial alliance, rebelled, so Earth built the retributive *Fleet*, now independent renegades; conflict between these and also *Merchanters* (traders) focuses on neutral *Downbelow Station*, orbiting the planet *Downbelow*, home of the alien *hisa*. On the station the *Konstantins*



are in charge, the *Lukases* rebellious, and *Q* is a vast quarantine zone of rioting refugees from Fleet/Union strife. *Now read on...*

Trouble with this multisided struggle (and I haven't even mentioned the splits and double-agents) is that as one's getting interested in the diplomacy of X, the action cuts to Y in the middle of a riot; no sooner does imminent death have Y by the short and curlies than we're hurried off to eavesdrop on the sabotage plans of Z. It's possible to make this stuff compulsive reading, but Cherryh doesn't quite succeed: for all the book's length, this jerky crosscutting allows only a few characters to develop and come alive.

Without disliking the book, I found it much easier to put down (and to forget to pick up again) than previous Cherryh. She doesn't seem as involved with her writing as she should be; her former drive and visual detail are lacking. Here's the opening sentence of her *The Faded Sun: Kesrith*. 'It was a game, *shon'ai*, the passing-game, Kel-style, in the dim round hall of the Kel, the middle tower of the House – black-robed men and a black-robed woman, a circle of ten.' It catches the mind; and the *shon'ai* game is a symbol running through all the story; and halfway down the next page we're sucked into the plot.

Now here's the opening sentence of *Downbelow Station*: 'The stars, like all man's other ventures, were an obvious impracticality, rash and improbable an ambition as the first venture of man onto Earth's own great oceans, or into the air, or into space.' Abstract, vague, windy. Eight pages of this, no more plausible than other future-history synopses, before the narrative proper; many more pages again until the plot is rolling on its long course to a conclusion strangely like the twist endings to each segment of Asimov's *Foundation*. In short, Cherryh can do better than this – though others have done it far worse.

Recently I've read three enjoyable books which definitely have that special aura of SF/fantasy, without actually *being* SF or fantasy outright. Try them:

Freddy's Book by the late John Gardner [*Abacus* £2.50] is a fantasy novel within a realistic frame, letting the author (a) make ironic connections between the story-within-a-story and its supposed author the 'real' Freddy Agaard, a young man distorted into a giant by glandular imbalance; (b) sneak a fantasy allegory through under the very noses of suspicious lit-crit academics. The inner fantasy is rather good, and oddly reminiscent of R A Lafferty's work, in particular *The Flame is Green*.

If On a Winter's Night a Traveller by Italo Calvino [*Picador* £2.50] is a splendidly batty book about books. The hero is you. The first chapter opens, 'You are about to begin reading Italo Calvino's new novel *If on a winter's night a traveller...* and goes on to chronicle your efforts to locate chapter two in a spreading maze of fascinatingly varied first chapters and elusive authors. Offbeat and fun. (You get the girl in the end, by the way.)

Finally, *The Rebel Angels* by Robertson Davis [*King Penguin* £2.95] looks like the traditonal novel of university life but is packed with the fantastic. Witchcraft, forgotten secret arts, erudition, mysticism, a semi-mad scientist called Ozias Froats seeking the answer to life, the universe and eveything in carefully gathered and dissected human, er, faeces... Not for the squeamish, it features a murder whose inventive nastiness makes the destruction of whole shiploads of people in *Downbelow Station* pale into insignificance.

There's even something for games addicts in all these books. *Downbelow Station* could be translated chapter by chapter into the universe of *Traveller*; without being 'gameable' in that sense, each of the other three contains bizarre and novel stuff which might inspire a receptive GM to create some fiendish set-piece. If you only read conventional SF/fantasy you'll only have conventional SF/fantasy ideas; if you take time out to patrol the borders and explore the fringes of the conventional, then who knows?

Aaaargh. I can write no more. I have set down this brief account of my final hours; but now *it* is scrabbling at the door. Eldritch, loathsome, partly rugose and partly squaemous, *it* comes towards me, unspeakable, indescribable, that hellish spawn of the Ancient Old Ones, the *deadline*!□

DEALING WITH DEMONS

Demonology in RuneQuest by Dave Morris

Part 2: The Lesser Demons

In WD44 *the basics of demon magic and summoning in* RuneQuest *were covered. This issue we present the lesser demon races and their abilities and weaknesses, the ways in which they should be dealt with and the 'benefits' they can give the summoner. It should also prove an easy matter to convert this series to other Fantasy Role-Playing Games.*

Hajpool the Wary finished laying out his third row of copper rods. 'No Storm Demon's going to heatshock me!', he exclaimed. His master paused in mid-ritual, and turned incredulously to his apprentice. 'But we're summoning a B'krath, you idiot!', he screamed.

It is a rash student of demonic magic who expects to start his career by summoning the great demon lords and princes. Such a career would be short lived. It is best to begin with the lesser demons, even though their services are scant beside their masters' powers.

To the would-be summoner, knowledge is most definitely power. His Demonology score determines how much he knows about each type of demon. Any novice will know the names and general skills of common demons such as those listed here, but their exact strengths and vulnerabilities can only be found out through exhaustive study and calculation. For example, a character who had done no more than to leaf through a few compendia of demons would know that B'krath are stealthful killers which operate to best effect in shadow – but it is hardly common knowledge that these demons do not barter, and will only serve in exchange for a precise quantity of gold.

Demonology rolls are usually made by the Referee on the character's behalf, so that the character can never be entirely sure that his information about a demon is correct until he has actually tested it out. Information is broken down for convenience into five categories:

1. The demon's abilities – POW, hit points, fighting skill and damage, etc. A successful Demonology roll means that each ability is known to within ±25% (randomly determined by the Referee).
2. Special wards against the demon, if any.
3. The demon's tractability – the proportion of friendly, neutral and hostile individuals among a given demon race.
4. The demon's probable requirements in bargaining.
5. The demon's resistance to Binding. A successful Demonology roll lets the character know this to within ±10%.

Characters trying to discover these facts for a particular type of demon check for them after every 2-20 days (roll two d10). This represents the time taken in research and meditation. The check is made for each of the five information categories *separately*. In each case, if the Referee makes the character's demonology roll then he gives the player the correct information – within the limits given above. On a *fumble* the Referee gives the player completely erroneous information. Any other result on the Demonology roll simply means that the character has turned up nothing useful and will need to spend another 2-20 days in study.

A character might want to double-check his results: he can go on devoting study time to a demon as long as he wants. For example, Hajpool the Wary is a student with a Demonology ability of 30%, trying to find out about Storm Demons. Hajpool's Master has told him most of what he wants to know, but insists that as an exercise he determines for himself any wards that can be used. After his first study period, Hajpool is informed by the Referee (correctly, because a 27 was rolled) that the appropriate ward is a fence of sharp copper rods around the perimeter of the pentacle. Wanting to make sure, Hajpool spends another 2-20 days in his Master's library. This time he turns up no further information. After six more study periods Hajpool has twice been told that copper rods are the proper warding, four times drawn a blank, once been told to use garlic and once that the proper ward is a gold Life Rune. He realises that the last two must be incorrect results from fumbles and that the two answers which agree are almost certainly the right answer.

Note that because Demonology is a complex subject, highly liable to error and miscalculation, the chance of a fumble is *twice* what it would normally be for any other skill. A Demonology skill of 30%, for instance, leads to a fumble on 93-00 rather than 97-00.

The following is a list of lesser demons.

The first paragraph is general information about the demon that any demonologist would know or that could be found in some demon bestiary. The second paragraph is specialized information that can only be discovered through the right Demonology roll.

B'krath

B'krath are slender, prowling killers – roughly humanoid in appearance but with musculature and stance reminiscent of a jaguar. The jet-black fur of a▷

▷B'krath makes it particularly adept at stalking in shadows (its Defence and Stealth abilities are halved in bright light). B'krath fight with their long powerful talons and needle-sharp teeth.

Specialized knowledge: B'krath when summoned always appear in groups of three. The summoner thus temporarily loses 3d3 points of CON! The three B'krath are identical in their characteristics, reaction to the summoner, etc, and are in permanent mental rapport (*not mind link*) with one another so that they hunt and fight as a team. B'krath will not haggle over payment for their services – indeed, they never communicate with humans except to receive their instructions. B'krath will undertake only assassinations, and must be paid 3000L worth of gold dust for this.

Porphyrs
Vampiric blue-skinned demons, porphyrs are very tall and gaunt and have all the normal powers of a *RuneQuest* vampire. They have bald, veined heads, eyes of limpid yellow and long seemingly delicate nails. Over its robes a Porphyr will wear a silver cuirass with intricate designs worked upon it.

Specialized knowledge: Porphyrs have all the vulnerabilities of any vampire. They have great difficulty controlling their passionate thirst, and the summoner should wear a garlic sash as this gives an effective Defense bonus of +10% against a Porphyr's attacks. The Porphyr will demand at least one bound spirit familiar as payment. From this it will drain all blood and POW, destroying it.

Demon Wolves
Large, black wolves with red eyes. They have excellent tracking skills and are best employed as hunter-killers.

Specialized knowledge: Demon Wolves are partially resistant to weapons of non-Runic metal (which cause them only half damage), and moreover anyone striking a Demon Wolf with such a weapon must resist its POW or suffer one of these curses:

1. Arms paralyzed
2. Struck blind
3. Struck dumb
4. Transformed into a rat
5. Leg withered (halves movement)
6. Horribly disfigured (-10 from CHA)

A curse can be removed with *dispel magic 2*. Demon Wolves take double damage from aconite-based poisons. The minimum payment for a Demon Wolf's services is the sacrifice of a sentient being. They must be summoned by night, as daylight *demoralizes* them.

Amorphs
At first glance an Amorph could be mistaken for a Gorp - an oozing blob of grey-mauve protoplasm. But the form of the Amorph is full of eyes and chattering mouths, and it will occasionally extrude temporary appendages.

Specialized knowledge: Amorphs are best used as guards in dank places or assassins where there are moats and rivers to be crossed, as they travel freely through water. Fire causes an Amorph 50% extra damage. Amorphs take 3d3 damage if they cross a line of eucalyptus oil, so this makes an excellent warding material. Amorphs serve in exchange for a litre of Gorp acid, on which they feed.

Succubi & Incubi
These are respectively the female and male demons of carnality. Their true forms are clawed and bat-winged, but they appear to victims as beings of perfect beauty, matching their CHA against the victim's POW. Success means that the victim succumbs to seduction.

Specialized knowledge: What makes these demons particularly hazardous to summon is the fact that, if hostile, they may turn their charms against the summoner and convince him to leave his Pentacle of Protection. The summoner should thus chain himself (or herself) within the Pentacle's bounds and have some trusted servant take the keys. Wearing a silver ankle chain reduces the demon's chance of charming by 15%. Another defence is to drink the juice of limes, which further reduces the demon's chance of charming by 05%. Succubi and Incubi barter for payment of any kind – jewels, spell potions, etc – to a value of about 900L. When they sleep with a victim they can drain him or her of 1d12 CON (which recovers at the rate of one point a week). An Incubus has a 3% chance of impregnating a female victim, who will later give birth to a demon child with its father's powers.

Sraim
Sraim have a giant maggot's body on four long spidery legs, with a face which is lumpish and misshapen as though made of putty. They can detect items that the summoner has lost and will lead him towards such an item.

Specialized knowledge: Sraim serve in return for at least one dose of potency 20 acid. In addition to biting in combat, a Sraim is also able to spit its own acidic venom (potency 5) up to 10m, with an accuracy of 50%.

Pazuzu
These demons are thin and manlike. Their taut, glistening skin is ruddy-bronze in colour, their leonine manes are dusty grey and their eagle-like wings and talons are darkest black. They can breathe flame up to 10m.

Specialized knowledge: Pazuzu make particularly useful servants because of their powers of illusion (they can cast *image creation* at will for no POW cost) and their partial resistance to magic (one-point battle magic spells cannot affect a Pazuzu). Pazuzu require payment of about 750L worth of ivory. Offering a Pazuzu water brought from an oasis causes it to become more tractable (-10 from its reaction roll).

Stalkers

Stalkers are the premier demonic assassins. They can pass freely through wood, stone, etc (although they are tangible to metal and magical materials), and have excellent Stealth abilities. Stalkers appear to be vaguely humanoid, hunched inside their dusty robes, but have withered brown skin like tree bark and a cowled vulture's head.

Specialized knowledge: A Stalker's abilities are not bought cheaply. The demon will require at least one POW storage crystal of ten points capacity, and may often barter for powered crystals or truestone. The only ward against a Stalker is to blow a silver whistle on which Runes of Stasis, Movement and Air have been etched; as long as the whistle is blown within 5m of the Stalker its attack chances are halved. If a Stalker wounds its foe it matches its POW against his, with success costing the opponent two points of STR, which later recovers at one point per hour. Every fifth round a Stalker can cast bolts of white light up to 10m with an accuracy of 85%, dealing 1d20 points of damage.

Rult

Rult have large, hunched bodies with dry, shredding flesh, a large head like that of a fly and skeletal wings draped with a torn web of skin.

Specialized knowledge: Rult must be summoned at the place of execution of a man who has murdered more than once. They will haggle for gold, silver and gems – a Rult usually requires about 1000L. Rult have two special abilities. First, they can *teleport* over distances of up to 3 kilometres, with the restriction that some living or once-living body which they have encountered is at each end of the teleport. Secondly, Rult can breathe a poisonous vapour doing 1d3 damage which cannot be healed with magic. Any character wearing a Man Rune amulet has a +10% bonus to his chances of *harmonizing* a Rult.

Nightmares

These large, black demon horses are usually summoned as a mount for the demonologist, as they can cross any terrain at 30 kilometres an hour.

Specialized knowledge: Nightmares can only be evoked after sunset, and dissolve into mist if exposed to sunlight. There is no other special defence against them. A nightmare will require a pint (equivalent to 1d3 STR) of the summoner's blood in return for its services.

Storm Demons

These creatures of living lightning can only be evoked in the midst of a thunderstorm. They appear as flickering, electrical humanoid figures up to twice the size of a man.

Specialized knowledge: Storm Demons are much like elementals in that they have no specific hit locations or CON. A Storm Demon can hurl bolts of energy up to 20m which inflict four 1d8 wounds on the target (armour giving half normal protection) or it can grapple an opponent, causing *heatshock* like a fire elemental. A paling of sharp copper rods will cause 4d6 damage to any Storm Demon which tries to cross it and will deflect lightning bolts cast by the demon so that their accuracy is halved. Storm Demons require 800L worth of sapphire dust for their services.

Gremlins

These are small (two and a half feet tall), thin humanoids with elongated toes and fingers like a lizard's and a globular head perched on a narrow neck. They have pale green skin and their large, saucer-shaped eyes give them a rather comical look. Gremlins are demons of (bad) luck.

Specialized knowledge: Gremlins are ineffective fighters, but their special ability is that anyone within 8m of a Gremlin suffers bad luck – any rolls that the character makes are adjusted by 1d3x5% so as to be less favourable. Any *luck* rolls must be made by the character rolling POW as a percentage (instead of the usual POWx5%). Gremlins have 85% natural camouflage in all surroundings, and utilize this to skulk near their victims and bring down upon them the vicissitudes of disaster. If forced to fight, Gremlins use long straight-bladed knives. Gremlins will require a minimum payment of 350L. They cannot harm anyone tied to the Luck Rune.

Afterword

This list of demons is not intended to be exhaustive. Referees are encouraged to shift abilities around and invent demons of their own to prevent players from becoming complacent.

Demons may have Battle Magic and (in very rare cases) Rune spells. Assume an 80% chance of 1d8 points of Battle Magic and a 10% chance of 1d3 Rune spells.□

Next Issue: *Part 3, The Greater Demons*

Demon Statistics

	B'krath	*Porphyrs*	*Stalker*	*Pazuzu*	*Demon Wolf*	*Amorph*	*Nightmare*	*Succubus or Incubus*	*Rult*	*Gremlin*	*Sraim*	*Storm Demon*
Str	3d6+6	4d6+12	2d6+6	3d6	2d6+8	-	4d6+20	2d6+6	3d6+6	2d6+1	3d6	2d6+12
Con	2d6+10	2d6+6	25	2d6+6	3d6	2d6+12	d6+15	3d6	3d6	3d6	3d6	-
Siz	2d6+5	d6+12	2d6+6	2d6+6	2d6+7	2d6+14	2d6+20	2d6+6	3d6+6	4	2d6+5	2d6+20
Int	3d6	3d6	4d6	3d6	2d6	3d6	3d6	2d6+5	3d6	2d6+3	3d6	3d6
Pow	3d6	3d6	2d6+7	2d6+6	2d6+6	3d6	2d6+6	2d6+6	3d6+6	3d6	3d6	3d6+2
Dex	2d6+14	3d6	3d6	3d6	3d6	-	2d6+6	2d6+6	2d6+3	3d6	3d6	1d6+12
Cha	-	-	-	-	-	-	-	1d4+14	-	-	-	-
Move	10	8	10	8 (12 in flight)	10	6 (10 in water)	12	8 (10 in flight)	6	6	8	12 (12 in flight)
HP	17	14	26	14	12	22	23	12	13	9	11	2d6+18
Defense	30%	-	10%	-	-	-	-	05%	-	05%	-	15%
Attack/SR	100%/4, both claws	55%/8	120%/9	50%/5+	50%/8	60%/10	45%/6	35%/4+	60%/8, both talons	25%/10	35%/9	75%/1
Damage	3d4+1 (twice)	d4+1+2d6	d10+2, Str drain	(1d8 flame or by weapon)	d8+d4	d8+d6	(as for war-horse, Pow vs Pow to discorporate victim)	by weapon +1d4 or 2d4 claw	1d8+1+1d6 talons or 1d3 breath vapour	1d4+2- 14	1d6+ pot. 5 acid	1d8x4 bolt or 3d6 heatshock
Armour	4pts	1pt (chest: 5pts)	6pts	1pt	3pts	1pt	3pts	0	6pts	0	1pt	0
Resistance to Summoning	30%	20%	40%	5%	10%	15%	10%	-	30%	-	-	15%
Resistance to Binding	20%	30%	45%	5%	5%	15%	10%	20%	30%	-	-	20%
%age Friendly/ Neutral/Hostile	5/50/45	10/70/20	0/95/5	20/55/25	5/50/45	5/80/15	15/70/15	5/60/35	10/55/35	10/80/10	30/55/15	15/50/35
Average %age abilities	S:85, P:70	S:60, P:50	S:90, P:85	S:30, P:35	S:40, P:65	S:15, P:40	P:65	S:45, P:55	S:10, P:35	S:85, P:65	S:25, P:25%	P:80

Note: S = Stealth, P = Perception.

I hope occasionally to include in Starbase a few cameos – not complete adventures but small scenes or themes that could be fitted into an ongoing campaign. In each case I will assume a background to help the narrative along which can of course be changed to suit your own needs. The first of these cameos follows – a rare alternative form of interplanetary travel for about six characters.

Starbase *is a bi-monthly department devoted to readers' ideas for* Traveller, *edited by Bob McWilliams.*

Gateway to Adventure

An Introduction to Traveller Scenarios

Jamison adjusted his vacc-suit and gingerly stepped through the Gate. He paused, squinting in the glare of the unknown sun. 'What's that by the 'tree' – a Dyrwan? Is it hostile!?'

It is assumed the players have arrived on the planet Tsyn in a well-equipped TL12 trade/exploration ship, far beyond human space in the old, ruined Dyrwan empire. Our intrepid explorers have discovered a Gate – an interplanetary transport mechanism long known to have been used by the Dyrwan but not discovered in operative condition. Until now.

The blue shimmering surface beckoned. Deep blue, a blue of the night. The Gate frame showed few signs of age – some small pitting and fine scoring. Of course there was no question about the group going through – the Gate was operating, which meant a receiving Gate and a way back. The Dyrwan inscription, translated, proved surprisingly mundane:

Compose yourselves
Move forward purposefully, all will be well.
Do not exceed normal walking speed.
Maximum load: Ten persons/1000kg.
One load per four hours.

Referee

The players have no trouble recognising the Gate nor in knowing that return is possible. Enough ruined Gates have been found to determine their general characteristics though not how to repair or duplicate them. The Gate load allowance is absolute. For the purposes of working out what players may take, calculate a character's weight as Strength x 10kg. This will use up probably 600-800kg. Any remaining weight may be used for equipment and weapons, bearing in mind the usual encumbrance rules. The actual Gate aperture is 2.5m high by 1.2 wide, about the size of a normal door, so only man-portable equipment may be taken. Characters proceed through the Gate one after the other. The operation requires enormous energy, hence the load restriction and re-powering delay. The Gate has safety interlocks so that objects (or persons) trying to pass through at speed bounce back off the Gate face (the Gate must scan all objects passing through and needs time to do it), and will also reject in entirety any object or person that exceeds the load restriction (for example seven people pass through with a total load of 960kg. A person with a total body and equipment weight of 110kg attempts to pass through. He is rejected – the Gate is solid to him. In other words the Gate would not take 70kg of the person!). The re-powering delay applies to both sending and receiving Gates – in other words you can't come back before four hours have passed.

Two types of Gate have been found – the Branch or Fixed Gate with only one destination, and the Main or Choice Gate with between three and six destinations controlled by a simple dial. The Tsyn Gate is a Branch Gate.

Characters may be equipped with anything from *Books 1* and *3* (within reason) up to a total of Cr2500 per character (some or all of which may be pooled with other characters for particular items), plus one TL12 vacc suit (weighs 2kg, costs Cr10000 inclusive of short range commo and six hours oxygen). No item higher than TL12 may be chosen. The referee may, if he wishes, modify these limits (for example to include items from *FASA's FCI Consumer Guide* and low-mid tech weapons from *Book 4*) bearing in mind the overall load limit and the personal encumbrance rules, but should not allow such trickery as fitting a grav belt on a security robot so it weighs nothing! The Gate load restriction is a restriction on mass, not apparent weight – any items with gravitic aid 'weigh' their full normal weight in the Gate. Lastly, once the players have double-checked everything bearing in mind they will spend four hours beyond the Gate (perhaps more if the air is breathable), the referee should ask for the order of the characters through the Gate. This could be important depending on what is encountered beyond the Gate. Make sure the players have a note of what each character is carrying. At all times hereafter, the onus is on the player to prove his or her character has a certain item if it is to be used.

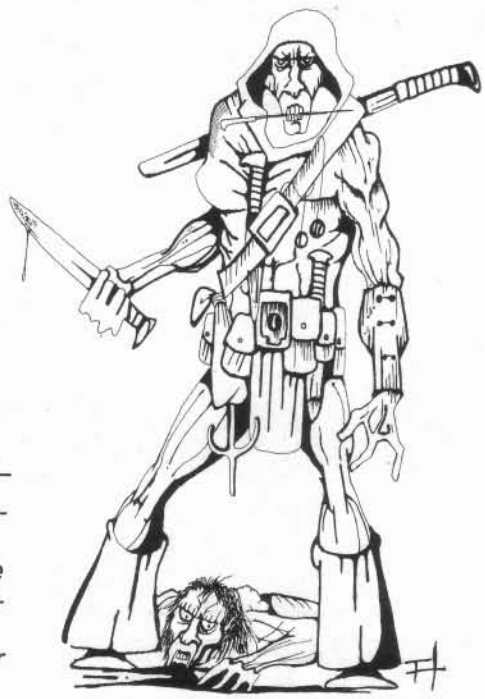
What will they find beyond the Gate? Well, that is up to you – an advanced race, the ruins of a once-great city, the last degenerate survivors of the Dyrwan, etc. There is one point to bear in mind; if you feel there should be some reward beyond the Gate, make sure it's something portable!□

Stop, Thief!!

The Thieves' Toolkit in D&D

by Marcus L Rowland

'By the Gods, the jemmy's snapped!', muttered Grabbo under his breath. As he turned from the gold idol to his kit, he saw a flutter of movement out of the corner of his eye. Acolytes. Four of them'...



When you consider the huge range of tasks performed by a typical *AD&D* thief, it seems surprising how little attention has been paid to the tools of their trade. The *Players Handbook* only mentions the kit, giving its price as 30gp but no data on weight or encumbrance.

In the following list, items are listed by name, by their weight in gps (1/10lb), their size in inches and by the cost of a replacement. A few tools can be used as weapons (with a DM for lack of proficiency).

Table 1 – The Standard Thieves Toolkit

Item	*Weight*	*Size*	*Cost*	*Damage*
Set lockpicks (12 in leather case)*	9	6x4x1	12gp	-
Jemmy/claw nail extractor	25	18x2x1	4gp	2-5 (blow)
Pry bar/large screwdriver	16	12x1x½	2gp	1-4 (blow)
Pliers	8	5x2x½	3gp	-
Screwdriver	6	5x1x1	10sp	1-3 (stab)
Bradawl (1/10" tip)	3	3x3x½	8sp	-
Chisels (3 wood, 2 masons, in pouch)	18	12x5x1	4gp	1-3 (stab)
Small hammer	15	8x2x1	1gp	1-3 (blow)
Metal saw (steel)	6	10x1x½	2gp	-
Keyhole saw (bronze)	6	10x1x½	30sp	-
150' Twine	2	2" ball	2sp	-
Carrying bag, belt loops, etc	10	12x6x6	10sp	-
Totals: Weight: 12.4lb Cost: 31gp				

* Only available from Thieves Guild.

The standard toolkit is fairly heavy, at over twelve pounds, and would be a fairly awkward load if improperly stowed. Typical packing would be to put the lockpicks, a small screwdriver, and pliers in a belt pouch, loop the jemmy and possibly the prybar to the belt, and keep everything else in the bag until needed. The cost of a fulll set of replacements is slightly more than that of the normal tookit, since items would have to be purchased from specialised shops or toolmakers rather than through the Thieves Guild.

Alot of thieves will need additional equipment, most of it (lanterns, daggers, etc) already listed in the *PHB*. However, some special assignments will need unusual tools and devices available in any larger town or city. Table 2 is split into sections representing some of the traditional thieves activities, but should not be considered absolute – some tools might be used for several purposes but are only listed once:

Table 2 – Specialised Thieves Tools

	Weight	*Size*	*Cost*	*Damage*
Burglary				
Crowbar (extra-large jemmy)	50	30x2x2"	10gp	1-6 (blow)
Long lockpicks (for very deep locks)*	20	18x4x1"	18gp	-
Key Blanks (bunch 10 mixed sizes)*	12	6x2x1"	8gp	-
Small files (wallet of 6)	10	6x4x1"	6gp	-
Lump beeswax (for key impressions)	5	3x2x1"	4sp	-
Climbing spikes (pair for boots)	25	12x3x2"	8gp	1-3 (kick)
Trap detection & removal				
Sheet mica (to slip latches etc)*	.1	6x4x½"	15sp	-
Hand drill (fixed ¼" bit, bow driven)	10	8x2x1"	5gp	-
Brace & Bit (wood, bits ¼-1", set of 6)	35	14x9x2"	8gp	-
Long probes (thin needles & hooks)*	1	10x1x¼"	2gp	-
Inspection mirror on rod	4	10x1x1"	5gp	-
Lubricating oil (small bottle)	3	2x1x1"	8sp	-
Listening horn	5	8x2x2"	10sp	-
Strong lodestone	5	2x1x1"	4gp	-
Pickpocket, shoplifting, etc				
Gaff (bag with false bottom)*	20	12x8x8"	15gp	-
Scissors (to cut bags etc)	6	6x2x¼"	2gp	1-2 (stab)
Hooked wires (steel, for wallets etc)*	3	12x.1x.1"	1gp	-
Razor-edged Ring (to slit pockets)*	1	2" dia.	5gp	1
Scouting, Hiding, and Getaways				
Lamp black (for hands & face, pot)	6	3x3x3"	10sp	-
Oversocks (to muffle feet)	1	2" bundle	5sp	-
2 dozen marbles (to throw under feet)	5	3" bag	8sp	-
Caltrop (4-pointed dropping spike)	10	3x3x3"	50sp	-
Bag tacks (also for feet)	6	3" bag	7sp	-

* Only available from Thieves Guild.

In most circumstances the possession or lack of a single item of equipment will make little difference to a thief's performance – several items would have to be lost from the standard kit before the thief could not deal with a normal lock, for example. If the DM wishes to introduce unusual locks requiring long picks, or a mission requiring the copying of keys, he should give the thief time to make preparations. However, the referee should not allow thieves to suddenly have every item on both lists in their toolkits, since such an assortment would be an extremely awkward load. If a thief attempts some feat with his tools and rolls 100, the tool will be broken and the thief will perform the feat with a DM of -5% until a replacement is purchased. (If the tool is part of a set of similar items, eg lockpicks, this DM is reduced to -2.)

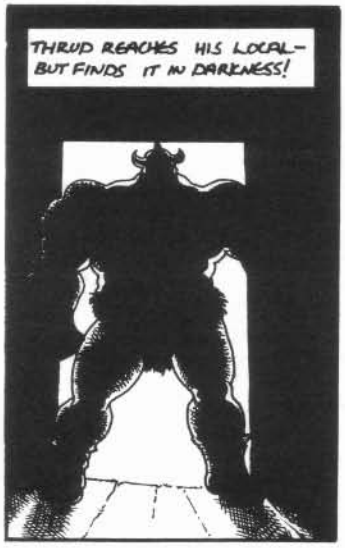
Example.
El Grabbo, Lvl4 thief with 15 Dex, scouted the local temple and discovered that the door has an unusually deep lock. He also noticed that the floor echoed loudly when he walked (giving a DM of -5% on Moving Silently). He visits the local guild and market and buys a set of long picks and some oversocks.

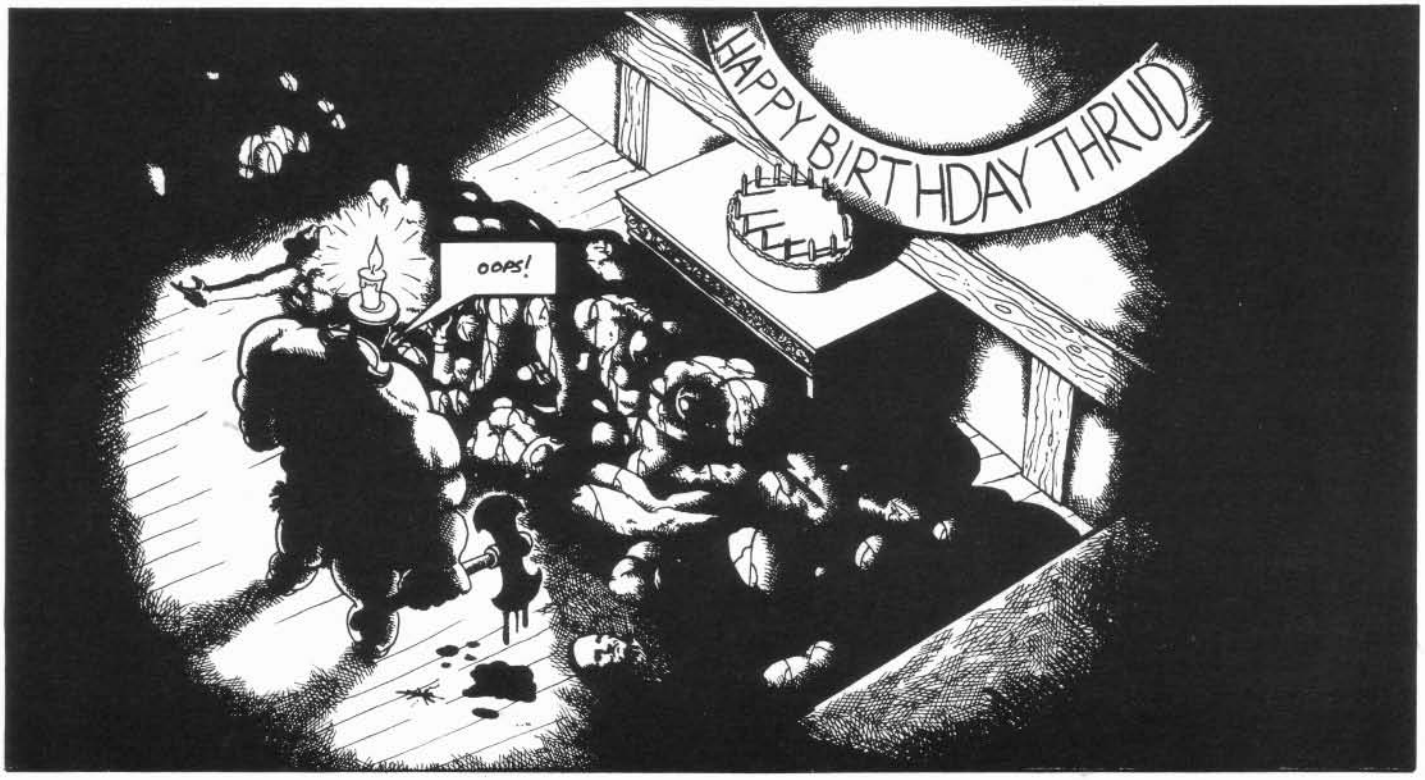
On returning next night Grabbo successfully picks the lock. Had he used normal picks there would have been a DM of -10%. Grabbo next sneaks along the aisle, muffling his footsteps with the oversocks to cancel the echoes. On reaching the altar Grabbo tries to pry a gold statue free with a jemmy, but rolls 00. The jemmy tip snaps. He tries again with his prybar, luckily rolling 05 and succeeding. As he turns to leave he notices four acolytes, summoned by the noise of the breaking jemmy...

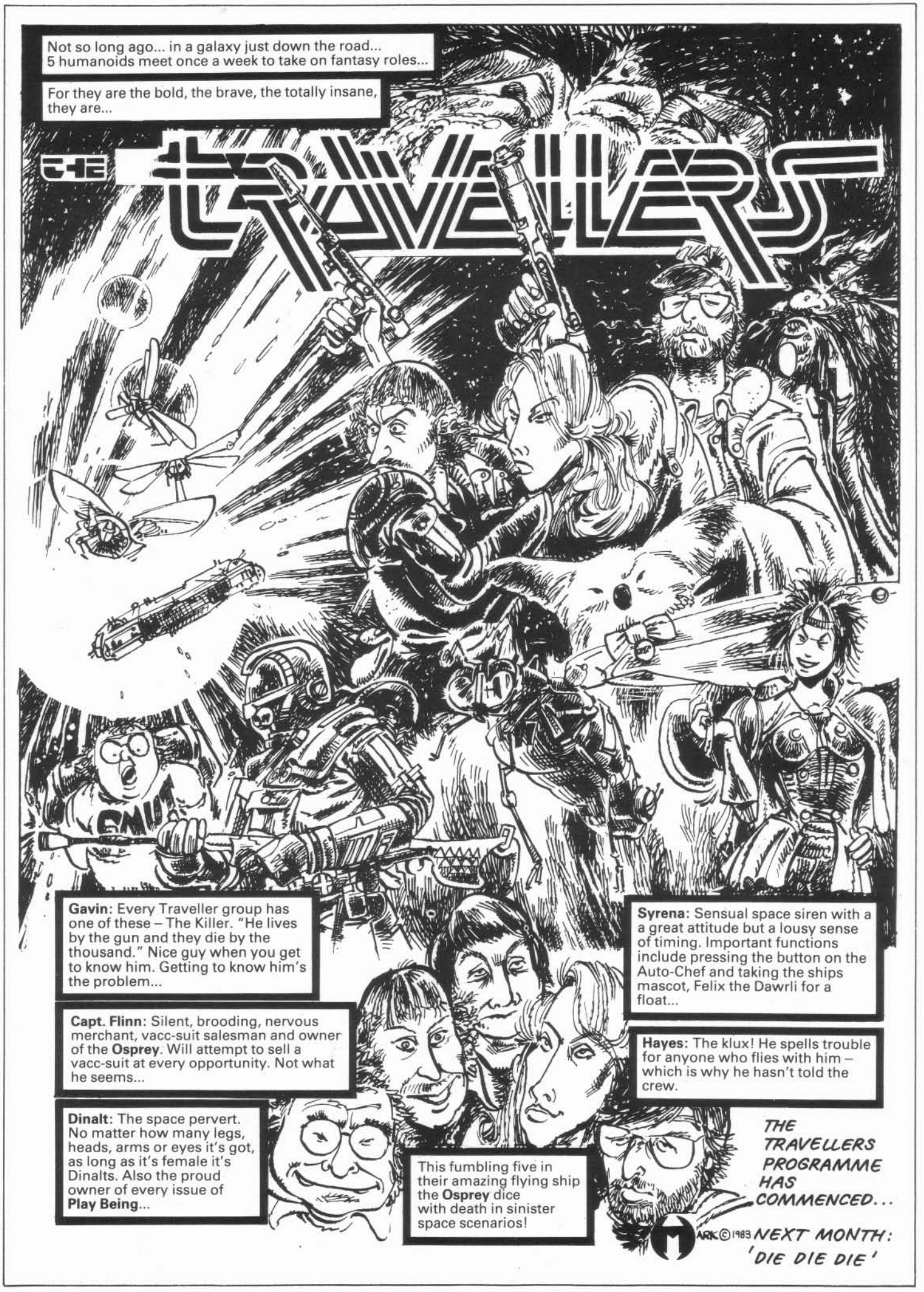
In the above example the referee decided that although the statue was not trapped it would still require a Remove Traps roll to free it from its socket. He rolled d10 to establish the muffling effect of the socks, by chance getting a result of 5 which exactly cancelled the echoes. Although Grabbo did not try it he would have suffered a DM of -5 on any climbing roll, also due to the socks. DMs should be able to make similar rulings on the use of any other specialised tool – for example, I assume that a thief has the same chance of making an accurate copy of a key (given blanks, files, and a wax impression) as he would have of picking the lock.

A disarmed thief may still have several useful weapons if his or her captor neglects the toolkit. If, however, a captor carefully searches the thief and removes all tools; all chances to pick locks, defuse traps, and otherwise aid escape, should be reduced. Thieves will also rattle as they run, although not while trying to Move Silently, and will be as likely to attract the attentions of a rust monster as any fighter or cleric. Referees should take care to allow sufficient time when a thief tackles some obstacle, since at least three rounds will be needed to repack the toolkit. If this time is omitted the thief will take twice as long in the next use of his skill, since tools will have been returned to the wrong places in the kit.□

THRUD THE BARBARIAN






Not so long ago... in a galaxy just down the road... 5 humanoids meet once a week to take on fantasy roles...
For they are the bold, the brave, the totally insane, they are...
THE TRAVELLERS
Gavin: Every Traveller group has one of these – The Killer. "He lives by the gun and they die by the thousand." Nice guy when you get to know him. Getting to know him's the problem...
Syrena: Sensual space siren with a a great attitude but a lousy sense of timing. Important functions include pressing the button on the Auto-Chef and taking the ships mascot, Felix the Dawrli for a float...
Capt. Flinn: Silent, brooding, nervous merchant, vacc-suit salesman and owner of the Osprey. Will attempt to sell a vacc-suit at every opportunity. Not what he seems...
Hayes: The klux! He spells trouble for anyone who flies with him – which is why he hasn't told the crew.
Dinalt: The space pervert. No matter how many legs, heads, arms or eyes it's got, as long as it's female it's Dinalts. Also the proud owner of every issue of Play Being...
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NEXT MONTH: 'DIE DIE DIE'

IRILIAN

A Complete AD&D City by Daniel Collerton
Part 4: In Quest of a Sceptre

This is the fourth in a series of six articles describing Irilian, a small AD&D *town, and providing a sequential scenario:* The Rising of the Dark. *As with other parts of the series, this episode is intended for a fairly large,* thinking *party of 2nd-5th level characters. The DM should decide if assistance is needed from the Abbeie after considering the scenario and his or her party. See Part 1* [WD42] *for nomenclature and glossary. In Part 3, the players should have concluded the scenario just before visiting the Abbeie. Part 4's scenario continues directly where Part 3 left off.*

The Abbeie. Teral will confirm it is the Tzuthi Ag Necrozth and jump to the (wrong!) conclusion that it is attracting the Dark to Irilian. In fact it was brought by dream demons [*WD25, Best of WD Scenarios II*] at the Dark's command to spread fear and confusion. She knows the Tzuthi Ag Necrozth's authors are unknown as are Its exact contents but It is thought to have strong links with Evil and Chaos. With the correct precautions (as far as she knows, no-one knows them), the Book may be read and the reader becoming more and less than before.

The Book should be destroyed but to do so would require enormous power. Teral can only think of the Sceptre Aef Lagu; a relic of the God of Law kept in the Monasterion. Perhaps if it were smashed against the Book? The party should go there immediately; taking the Book with them.

Rubis Weg. As the party leaves, Rubis Weg, Gealga Straet, Tan Straet and Abbeie Weg will be cordoned off by soldiers with bowmen lining the windows of 2 to 4 Riht Rubis Weg and 5 and 6 Luft Abbeie Weg. A small group will be in front of the Abbeie gates.

The soldiers are the five Irnan of the Stormwealcan and the 1st and 3rd Irnan of the Hliehhanman; the Orcridan are in reserve to the south of Rubis Weg and the 4th and 5th Irnan of the Hliehhanman are guarding the Herbarium Gate and the Abbeie walls. The characters are the Irilian Scouts (with spells ready) and the Garde, Stormwealcan and Hliehhanman Commanderes. With the exception of the Scouts, everyone will be nervous with itchy bow fingers. The Abbeie gatekeeper won't let anyone back in until she finds out what is going on. [See *WD43* for Abbeie map]. Once the party is out, the Garde Commandere, flanked by his two lieutenants, will step forward and 'ask' the party to accompany him to the Counseil Hus; there to account for themselves to the citizens of Irilian.

If the party agrees, they will be allowed to keep their weapons and escorted to the Counseil Hus by the Garde Commandere, Scouts and three Irnan of the Stormwealcan. If not, they will be attacked until unconscious, stripped and then taken to the counseil along with their equipment, including the Book. Note that, as the lawful executors of Irilian's will, the Garde should be obeyed by Lawful characters. As it moves across the Mark Geard, the party will be unable to escape the sight of Aslas and her pentacle; still hanging, still burning, still screaming.

The Counseil Hus. Around the table in the Counseil Chamber, will be the Counseil. Elisim Deorctunge, the Laeden, will rise to his feet.

'Several daeg ago, the Khuzul caravan arrived in Irilian with *you* forming part of its escort. I hear that it had an "exciting" journey. It left a few daeg ago, this time without *you*, but returned after two daeg; this time with the escort nailed to the sides of the wagons. Yesterday, *you* were poking around Khalkedon Weard and carting around Lesardman corpses while Aslas, the leader of our church, appeared on the Temple roof and, after some nonsense aobut it being Dark, caught fire along with five of our citizens. They are still there! In the panic which followed many of our citizens were killed and more injured. *You* were later seen in her quarters. Is there, I wonder, any connection? Some of our citizens, about three hundred in all, left Irilian yesterday evening heading south. Our patrols now inform us, those of them that returned that is, that their heads now form a ring around the town. *You* were also in the Grifoun when that brawl developed and at the Astrologers when she had her "accident". What is going on?'

If the party explains, the Counseil will become split. Dareon, Erea, Garos and Tirouv will be for the party, wishing them to continue in their search; Alros, Pelos and Pelas are against them, wishing them dead and quickly Erihim and Lelfos will be undecided and, depending upon the case the party makes, will come down on either side.

Soon, the sound of wailing will become noticeable as crowds of mourning Irilians gather outside. After a while they will start chanting, 'Bring out the Burners.' In a few minutes rocks will begin clattering off the Counseil Hus walls. If not already decided, the Counseil will hold an immediate vote on whether to allow the party to continue with their mission or to imprison them. The chants and rocks come from the Mob outside, after the rumour went round that the party were responsible for the various Dark manifestations.

If the party convinces the Counseil to let them go, they will be shown to the secret passage leading to 2 Luft Temple Laen. If not, they will be taken to be thrown to the Mob. In either case, as they leave the Counseil Chamber, the Mob will burst through the Mark Geard doors; the Irnan on duty having opened them to ingratiate themselves with the rioters. The front rank of the rioters will be 14 normal Irilians. Provided the party appears sufficiently awe-inspiring, by using a spectacular spell or cutting down five or six for example, these will panic and flee, giving the party a round's grace to shut the doors again. The doors will hold the Mob for five rounds, enough time to escape to the house on Temple Laen. Initially the Mob will be too busy looting the Counseil Hus to pursue them. However, unless the party take precautions such as changing their clothing or altering their appearance in some other way, for each round that they spend in the street they will have a 5% chance of being recognised and a Hue and Cry sent up.

The Monasterion. To get the Sceptre, the party can call on the Paladins from the Abbeie or borrow any of Teral's magic items (the *Staff of Commanding*?) The Paladins will not agree to an actual attack on the Monasterion; at most they will provide a diversion while the party does the dirty work.

If the party approaches the Monasterion directly, they will be questioned at the Gatehouse and then escorted across the courtyard to the refectory. After a few minutes, a florid-faced man, Kris Aef Monasterion, the Gran Mareschal, will exit from the library and ask the party their business. After listening impatiently, he will refuse pointblank to allow them access to the Sceptre – no discussion – maintaining that for anyone but himself to even touch, let alone use, the Sceptre would be sacrilege. The real reason for this is his fear for the Monasterion's prestige should the Sceptre be revealed as a fake. If it appears that the party still want the Sceptre, he will have them shown out and double all guards. In any case, he will order increased vigilance on the part of the normal guards.

The party will be able to reach the Monasterion Chapel disguised as pilgrims; the gate guard (Quan and two men-at-arms) waving them through after a cursory questioning provided they appear as normal pilgrims, ie no 2-handed swords and plate mail.

They will arrive in the Chapel as a service begins involving the Priest Arkis, Brothor Sar and three of his men and 22 pilgrims (all as normal Irilians). This will last three turns and, unless one of the party is a Lagu worshipper, there is a 10% cumulative chance per turn that Arkis will become suspicious of the party's lack of familiarity with the service rituals and seek to investigate after the service. Otherwise, after the service they will be left alone but for Brothor Sar and one of his men who will be praying to the Sceptre with their backs turned.

If the alarm is raised (remember that if a *dispel magic* is cast around the Sceptre, *all* of the spells in the area of effect, except for the *create false relic*, must be saved for. Thus one *dispel magic* could conceivably negate all of the *wizard locks* and *magic mouths*. See Background Information), the main gate will be barred in 1 round and Brothors with their men-at-arms arrive at the rate of 1 per round after a two round delay. The priests will arrive after 4 and 6 rounds. None of these, however, will attack or do anything which might possibly harm the Sceptre unless the party appears about to destroy it or escape.

If the party hits the Book with the Sceptre there will be a loud crack as the Sceptre snaps to reveal a tightly wound piece of parchment. The Book will be unharmed. Anyone able to *read magic* will see the parchment is a scroll from a *create false relic* spell. It is dated thirty years previously and signed *Zotaquaan Aef Tor Wysard*.

If the Sceptre is destroyed in the presence of the Brothors, all but the Gran Mareschal (who will join in the general expression of horror) will be genuinely shocked by the revelation of its true nature. The party will be able to use this sense of outrage to bargain for their freedom to investigate further. The Gran Mareschal will keep very quiet but mark the party down for later 'correction'. The party may be able to try some judicious blackmail but would need to be very careful; the Brothors are notorious for their hatred of lawbreakers. The Tor Wysard is easily visible from the Monasterion; its spell-lit form towering into the lowering, storm-lashed sky.

Outside Irilian. Enquiring about the 300 refugees, will reveal that their heads are impaled on crude stakes a couple of hundred feet from Irilian's walls. Fifty feet beyond that, a bank of black mist cuts off all further vision. Patrols which ventured into the mist did not return. If the party investigate themselves, they will be allowed 150 feet inside before 4 apparitions [*FF*] materialise. AC 0, HD 8, Move: 24", No of Attacks: 1, Damage: Fear, Special Defences: Vulnerable only to magical and silver weapons, HP 40, 38, 35, 32. They will attack but only follow the party as far as the mist edge. If they are in danger of being defeated a further 4 (HP 45, 42, 39, 31) will materialise and attack and so on until either the party retreats or all of its members are killed. This will happen whenever the party enters the mist.

Background Information

Gates/Towers (See Part 2 for further details)
(See Part 2 for further details)

Blaecgaet. Towers 34 DPV each, Gates 9 DPV, 1 Ballista on each tower. Towers 15x15x30ft, Gate 20x20ft, Towers 2 Storeys each. Occupied by: Left Tower, Commandere Aef Man, Right Tower 5th Irnan of the Blodmarchant. In the distant past a large fire left some of the stones cracked and the whole blackened with soot. The gate is little used and only half the Irnan will be on duty at any time. The bridge is rickety and can be destroyed in one turn by pulling out two of the main supports; each requiring 50 strength points to remove. In all other respects it corresponds to the Gealgagaet (Part 2).

Tor Dauthr. 24 DPV, 1 Ballista, 20x25x40ft, 3 Storeys. Occupied by the 5th Irnan of the Stormwealcan.

Tor Dagung. 40 DPV, 1 Ballista, 30x30x40ft, 3 Storeys and cellar. Occupied by the 4th Irnan of the Stormwealcan.

The Irilian Garde.

Garde Commandere (Mareschal). Traditionally carries with it the post of Mareschal and overall responsibility for Irilian's defence. The present Commandere is Lelfos Gefacleofian RA H, SX M, AL LN, LV 8, HP 71, AC -2, AG 54, WE 10198, BL 500, ST 18(26) (+1/+3), IN 7, WI 4, DE 9, CO 17, CH 13, MI *+3 Platemail, +1 Shield, +2 Longsword* (NSA), 10 *+1 Arrows, Potion of Heroism, Potion of Invulnerability* [*DMG*] WN Longsword. Lelfos is a tall distinguished old soldier who is becoming senile. He does not recognise his condition and will not accept the judgement of anyone who points it out.

Commandere Aef Hors. Isrim Deorcsunu: RA H, SX M, AL LN, CL F, LV 6, HP 33, AC 1, AG 39, WE 4632, BL 250, ST 17 (+1/+1), IN 14, WI 12, DE 13, CO 14, CH 15, MI *+1 Chainmail, +2 Shield, +1 Cursed Longsword* (NSA), WN Longsword. Isrim is short and stout and because of his sword, has a quite undeserved reputation for reckless daring. He is the deadly rival of Helas Neahtlocian, the Commandere Aef Man, for the post of Garde Commandere and will do almost anything to discredit him. He is, however, an extremely competent soldier and under his command the Orcridan have become a fighting force far more potent than their numbers might suggest (+30% on morale).

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Bisel	H	M	LN	F	4	26	1	31	985	50	16 (+0/+1)	14	12	10	12	13	*+1 Shield*	Longsword
Nireal	H	M	N	F	3	18	2	27	765	40	17 (+1/+1)	13	11	14	13	9	None	Longsword
Sesil	½0	M	LN	F	4	20	2	24	914	20	16 (+0/+1)	12	13	9	14	10	None	Longsword

Orcridan. Named in memory of a famous charge at the Damner Batayle in which they smashed the orc armies menacing Irilian. The Orcridan are the cavalry arm of the Garde. They are divided into five Ridan each of 9 0th level men-at-arms and 1 1st level Laeden. All have scale mail and shield, use a lance, longsword or dagger in battle or a quarterstaff when dealing with civil disturbances and ride a medium warhorse. Average member of the Orcridan: RA H, SX M, AL Any; tending towards LN, CL F, LV Laeden 1, Men 0, HP Laeden 6+1d4, Men 4+1d3, AC 5, AG 20+1d20, BL 5+1d10, ST, IN, WI, DE, CO, CH, All 8+1d4, MI None, WN Lance, sword or quarterstaff. The Orcridan do not get on well with the other members of the Garde.

Commandere Aef Man. Helas Neahtlocian: RA H, SX M, AL N, CL F, LV 6, HP 41, AC 1, AG 42, WE 5683, BL 100, ST 16 (+0/+1), IN 13, WI 12, DE 13, CO 15, CH 14, MI *+1 Platemail, +1 Longsword*, WN Sword. Helas hates the Commandere Aef Hors because he feels that Isrim is going to steal the post that should rightfully be his – that of Garde Commandere. The feeling is mutual. Helas is a medium sized nonentity of a man and, while a fair fighter himself, he is unable to control his sub-commanders. Thus the infantry portion of Irilian's military forces is gradually falling apart under the pressure of the Stormwealcan, Hliehhanman and Blodmarchant Commanderes' squabbles. Helas feels betrayed and is nursing his grievances until he can gain revenge; meanwhile sounding out the Assassin's Gild representative (Part 3) about the cost of having Isrim 'removed'.

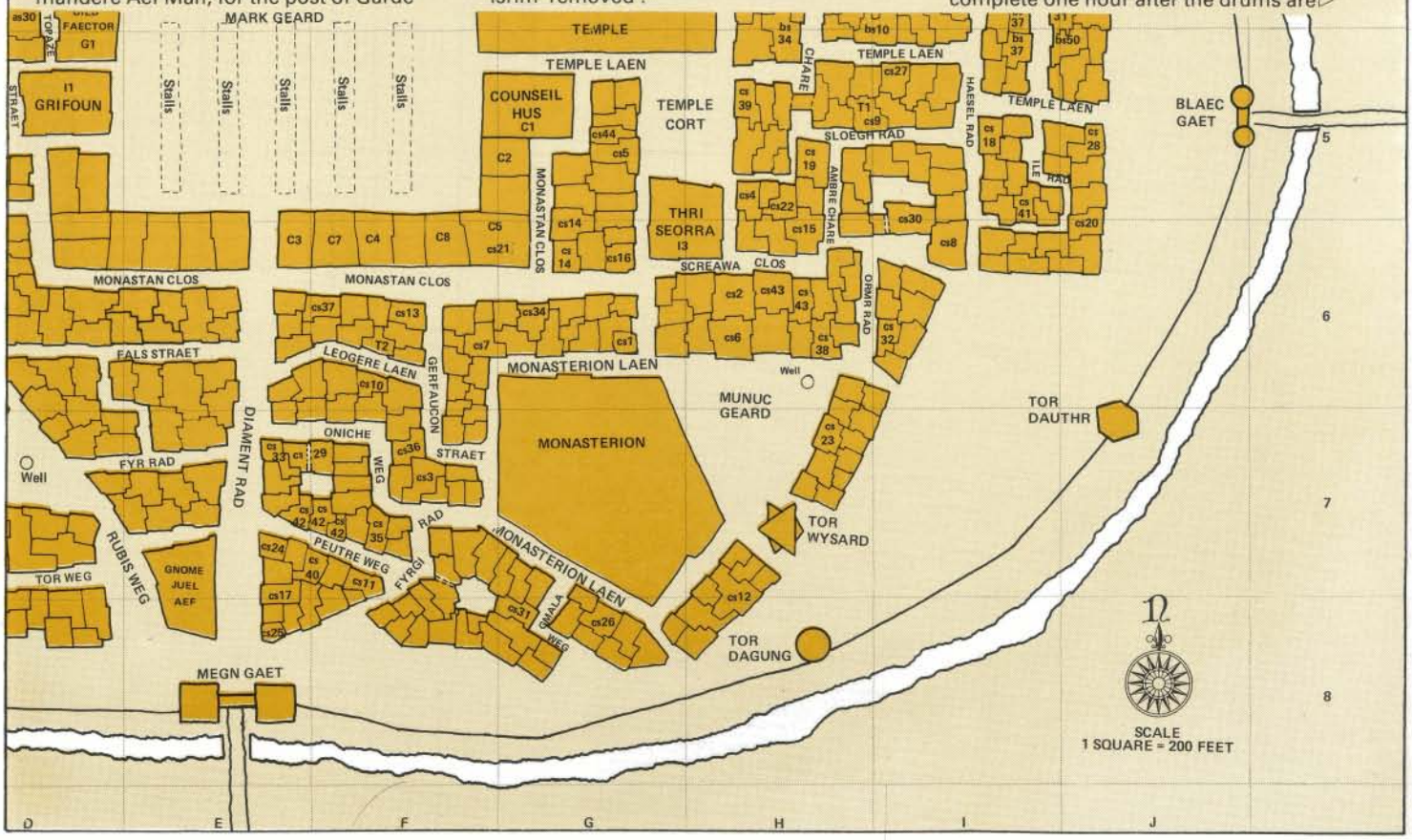
Commanderes of Stormwealcan, Hliehhanman and Blodmarchant. Bisel Flaumhaer, Nireal Langscana and Sesil Reafian. Hliehhanman and Blodmarchant are not on speaking terms after a series of disputed victories in the last Daeg Aef Victorie's mock battles. Individually they are pleasant enough, typical soldiers, but their personal animosity colours almost everything they attempt.

This filtered down to the three divisions of the infantry with the result that they have taken up their leaders' causes with such fervour that brawls often break out between rival patrols and it is a rare day that someone is not hauled before the Cort Militaris for fighting. Each of the three divisions consists of five Irnan with the same organisation and equipment as the Ridan except that the lance is replaced by a long-bow. Personal statistics are the same.

Militia. About 750 men are divided into three groups according to whether they come from north of, west, east of, or south of the Mark Geard; each group has roughly 250 members. The force is armed and armoured as follows:

500 No armour (AC 10), Spear.
150 Padded armour (AC 8), Spear.
75 Leather armour (AC 8), Shortsword.
25 Studded leather armour (AC 7), Longsword.

In addition, 15% of the militia have shortbows and 25% slings. Statistics are those of normal Irilians. The militia has not been seriously called out in the last 75 years and its training and morale are, to say the least, suspect. Each year, on Cu – Rivere – Monadaeg, an inspection and training session is held in the Mark Geard but the results are lamentable. If the militia were actually put into combat, the most likely result would be the mass desertion of the militiamen (-35% on morale). The militia musters in the Mark Geard on the sounding of the War Drums; the muster being complete one hour after the drums are▷



NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Jiral	H	M	LN	F	5	25	2	32	1572	100	18(92)	9	12	14	9	13	Sword
MI *Bastard Sword +1/+2 vs MU (DMG)*											(+2/+5)						
Brehen	H	M	N	F	3	13	2	27	1450	150	17	12	11	12	10	12	Longsword
MI *Potion of Flying (DMG)*											(+1/+1)						
Anhalas	H	F	CG	R	4	40	2	34	970	200	18(09)	13	14	9	15	14	Longsword
MI *Longsword +1/+3 vs Lycanthropy (DMG)*											(+1/+3)						
Elas	E	F	LG	F/MU	4/4	17	3	64	2140	350	16	17	12	11	11	7	Longsword
MI *Elven Chainmail*											(+0/+1)						
Yhoudeh	H	M	N	MU	5	12	7	29	32	50	9	16	13	6	12	14	Dagger
MI *Ring of Protection +3, Scroll Confus. (DMG)*																	
Kirea	H	F	LN	MU	3	13	4	41	670	400	11	18	8	10	17	9	Dagger
MI *Bracers AC 3 (DMG)*																	
Pelase	H	F	CN	C	5	20	2	37	104	100	14	12	17	12	13	10	Flail
MI *Potion of Extra-Healing (DMG)*																	
Imilos	GN	M	CN	I/T	4/4	15	4	175	640	150	12	15	12	17	9	11	Swordsword
MI *+1 Leather Armour (DMG)*																	

▷first sounded.

The militia is commanded by the Conestable, a post currently held by the Garde Commandere, Lelfos.

Irilian Scouts. See above. A group of independent characters hired to carry out all unsavoury tasks that normal guardsmen are either unable or unwilling to perform. Characters wishing to join will be given an assignment; if successful, he or she will be hired at 100gp per seson as well as a share of any treasure found. Although treasure is meant to be split 20% to the Scouts, 80% to the Town Treasury, in practice these proportions are reversed.

Spells memorised: Elas: *burning hands, charm person, sleep; ray of enfeeblement, stinking cloud.*
Yhoudeh: *charm person, sleep, friends, magic missile; web, ESP, fireball.*
Kirea: *friends, burning hands; web.*
Pelase: *Command* x2, *cure light wounds* x3; *augury, hold person* x2, *know alignment, silence 15ft radius, animate dead, prayer.*
Imilos: *colour spray, hypnotism, wall of fog; hypnotic pattern, invisibility.*
Yhoudeh has a hawk familiar AC 7, HD ½, Move: 24", No of Attacks: 1, Damage: 1d2, HP 3. Pelase is a cleric of Tuoni [*DDG*] checking out Irilian's suitability for a temple of Tuoni; supporting herself by serving with the Scouts. The others are all adventurers down on their luck – or so they protest. Whatever their reasons for joining, they discharge their duties with commendable zeal and usually manage to turn a fair profit on any jobs given. They all have medium warhorses.

Wall Guards. A watch is kept on the surrounding countryside from the gates and towers; each having one guardsman on duty. At night, this guard is joined by two others who patrol the wall to a point midway between towers. Because of the less than exemplary manner in which this duty is executed, there is at least a 30% chance of someone being able to slip across un-noticed.

Each guard carries a horn to alert the nearest two towers. After four rounds delay, each will send half of their available manpower to investigate. Each tower has a differently toned alarm bell and an alarm beacon. These will bring help after one turns delay with half an Irnan or Ridan arriving in each succeeding round; those from the nearest towers first. Each gate also possesses a set of War Drums which are beaten if a major attack develops. These signal the militia to muster, warn the hapless Irilians, and signal the release of messenger pidgeons requesting aid from neighbouring countries.

C1 The Counseil Hus. ST 3, N1 3, N2 5, N3 19, CN AV. It is built (30 DPV) of large stone blocks like a castle keep with machicolations and arrow slits at five foot intervals in the higher floors. Large iron doors (10 DPV) open into the Mark Geard where an Irnan or Ridan of the Garde will always be on duty. In the cellar are the Town Mint, Treasure and Arsenal while the upper floors hold the offices of the various town officials. The Treasury holds all Irilian's wealth. 35000gps worth of silver and copper (50/50). The Arsenal is mainly for the militia and has the following weapons in store:

Shortswords:	100	Slings:	400
Hammers:	100	Arrows:	10000
Voulges:	300	Trebuchet:	2
Light Crossbows:	100	(Dismantled)	
Quarrels:	10000	Light Catapult:	4
Sling Stones:	20000	(Dismantled)	
Spears:	100	Heavy Catapult:	2
Javelins:	1000	(Dismantled)	

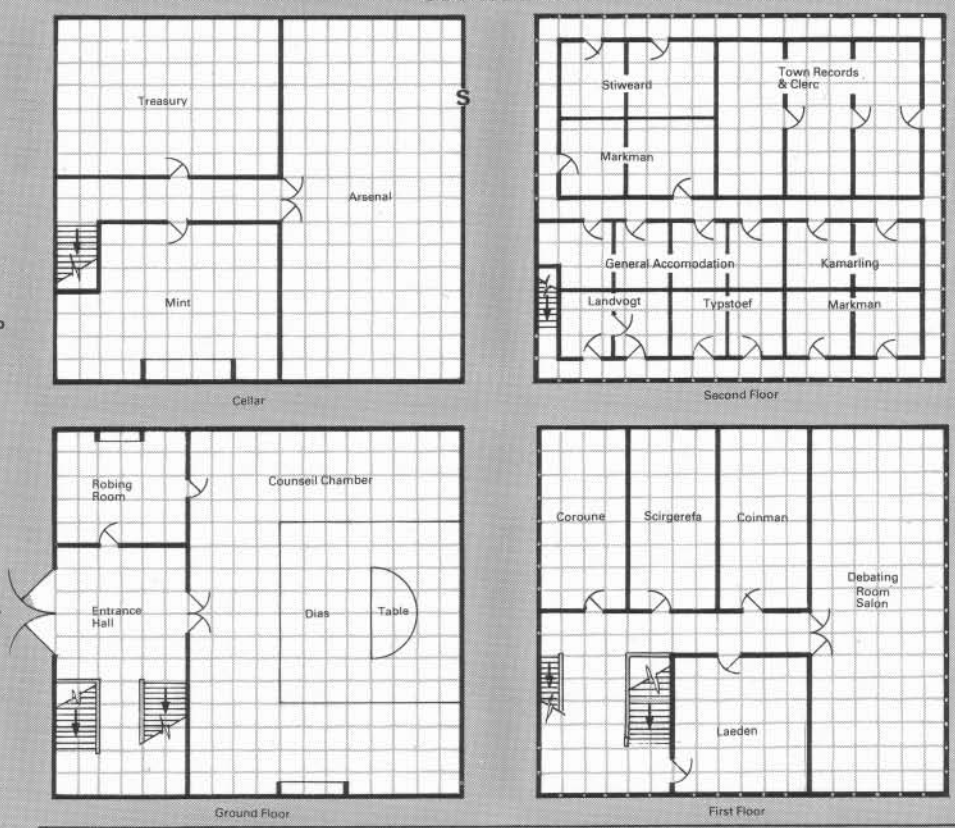
Because of their general cheapness of manufacture, they are -1 to damage (minimum 1 point damage). The Hus is looked over by the Gild of Hashishiyy (Part 3) and located behind double-locked iron doors (5 DPV) protected by a variation of the *fire trap* spell which will be triggered by anyone not wearing one of ten special miniature copies of the Great Seal of Irilian set into a ring. *Magic mouths* are set to sound the alarm if characters without rings attempt to enter.

The ground floor holds the Counseil Chamber; a large room with a semi-circular table where the Counseil sits, and a robing room. A secret passage leads from the Arsenal to the cellar of 2 Luft Temple Laen.

The Irilian Bureaucracy. The posts (see table) which may be held by an Irilian citizen are each in the hands of a single family and, although by law open to election, are by custom hereditary. Offices open to Counseil members are distributed by lot at the beginning of each ten year term of office. The bureaucracy is both exceedingly inefficient and corrupt.

The Counseil. Composed of 8 elected citizens and the current Gild Faector and Garde Commandere; one of which is selected by lot to be the Laeden. Elections are held every ten years with bye-elections as needed. Each elected

COUNSEIL HUS



Major Posts in Irilian Bureaucracy

Position	*Area of Responsibility*	*Annual Income Statutory Bribe*	*Held by*	*Current Holder*
Laeden	Overall control of the Counseil	10000/20000	Counseil Member	Elisim Deorctunge
Coinman	Mint and Treasury	8000/15000	Counseil Member	Erea Gasrintri
Kamarling	Tax assessment and collection	5000/25000	Counseil Member	Alros Snakaeage
Clerc	Town Records	8000/10000	Irilian Citizen (Hereditary)	
Markman	Regulating the market	2000/18000	Irilian Citizen (Hereditary)	
Stiweard	Regulating extra-Irilian trade	1000/30000	Counseil Member	Dareon Aelfhaer
Coroune	Civil Law	10000/50000	Counseil Member	Pelas Irilsunnu
Landvogt (x2)	Assisting the Coroune, serving writs etc	4000/12000	Irilian Citizen (Hereditary)	
Scirgerefa	Criminal Law	10000/20000	Counseil Member	Pelos Irilsdohtor
Typstoef (x2)	Assisting the Scirgerefa, Arrests etc	4000/8000	Irilian Citizen (Hereditary)	
Mareschal	Irilian's military safety	6000/1000	Garde Commandere	Lelfos Gefacleofian
Walman	Upkeep of the Town Walls	5000/1000	Counseil Member	Erihim Stormboi
Gaetman	Upkeep of the Town Gates	5000/1500	Counseil Member	Erihim Stormboi
Conestable	Counseil's safety, Town Militia	8000/1000	Irilian Citizen	Lelfos Gefacleofian
Sargents Aef Arms (x2)	Counseil's safety	6000/500	Commandere Aef Hors Commandere Aef Man	Isrim Deorcsunnu Helas Neahtlocian

Counseil member represents one of Irilian's 8 electoral wards. All Irilian citizens over the age of 15 are allowed a vote but all votes in a household are cast by the head of that house; often as directed by the Gilds which in turn take their orders from Counseil members. A character wishing election has a basic -50% chance plus 1% for every 100gp spent buying votes. Membership of the Counseil is theoretically unpaid but there are many opportunities for corruption. The funds needed to buy a Counseil seat are such as to have had the effect of making the Counseil into a hereditary oligarchy, places being restricted to the 8 richest families in Irilian. The Counseil makes Irilian's laws, regulates taxes, and sits as the Criminal and Civil Corts, declares holidays and festivals, conducts Irilian's relations with its neighbours and generally looks after things. Laws are passed by majority, the Laeden having the casting vote, and come into law when stamped with the Great Seal of Irilian.

The Counseil is deeply conservative; distrusting all changes, especially rapid ones, and using its powers to protect itself and preserve the *status quo*. Since Irilian's fall it has done little, meeting only a few times a year and then only when business is pressing.

Counseil Members. The Counseilors are (elected members have their Ward and which Gilds they control given): Tirouv Polarion (Gild Faector, Part 2); Lelfos Gefacleofian (Garde Commandere); Alros Snakaeage (Iril Ward, Gilds of Armourers and the Gilds and Companies of Metallers); Dareon Aelfhaer (Mark Ward), Gilds and Companies of Learning and the Lighters Companies); Elisim Deorctunge (Seorra Ward, Gilds and Companies of Clothworkers); Erea Gasrintri (Juel Ward, Gilds and Companies of Weaponers); Erihim Stormboi (Rubis Ward, Gilds and Companies of Leatherworkers); Garos Treowegefa (Abbeie Ward, Gilds of Armourers and the Gilds and Companies of Metallers); Pelas Irilsunnu (Orc Ward, Gilds and Companies of Housers and the Gilds and Companies of Woodworkers); Pelos Irilsdohtor (Temple Ward, Gilds and Companies of Victuallers). Irilian's Gilds and wards (wards are like borough divisions within the city) are described in a later episode.

C2 Alros Snakaeage, 3 Mark Geard (G5). ST 3, N1 5, N2 6, N3 7, CN PO. Until Irilian's fall, the Snakaeage were lower middle class metalworkers. With the exodus of most of Irilian's upper classes after the gems failed and the Snakaeage's purchases of large parts of the remaining Irilian metalworking community, their relative standing has increased enormously. Alros, the present family head, has

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Alros	H	M	CE	ME	10	42	6	57	50968	500	9	15	12	11	14	14	Dagger
MI *Bracer of AC 6*																	
Daergne	½0	M	NE	F/A	4/6	31	8	41	1085	100	16 (+0/+1)	12	9	16	14	8	Longsword
MI *+1 Longsword* (NSA)																	

concentrated power in his own hands by a combination of bribery and assassination and has assured that Alron, his 4 year old son and sole child, will succeed him by the simple expedient of killing off everyone else.

Not content with either owning or controlling all of the metalworkers in Iril Ward, Alros is trying to extend his domination over Abbeie Ward by using his powers as Kamarling to tax the Abbeie metallers to extinction. Consequently, Garos and Alros are at daggers drawn and riots between the two factions are not uncommon. Alros is accompanied everywhere by his bodyguard/killer, Daergne Bearge.

C3 Dareon Aelfhaer, 10 Mark Geard (F5). ST 3, N1 4, N2 5, N3 8, CN BA. A highly successful caravan merchant thanks to judicious use of his position as Stiweard, Dareon is a rising star in Irilian being young, enterprising, dynamic and ambitious. As a result of this,

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Erihim	H	M	N	ME	6	23	10	67	43960	1000	8	12	10	9	8	11	Dagger
Ankra	H	M	LN	F	5	30	2	28	863	50	16	14	15	12	14	12	Sword
MI *+1 Shortsword* (NSA)																	

the rest dislike him intensely and take care to keep power out of his hands. Naturally, Dareon resents this. Dareon RA H, SX M, AL CN, CL ME, LV 8, HP 30, AC 10, AG 32, WE 45093, BL 1000, ST 12, IN 17, WI 15, DE 12, CO 10, CH 18, MI None, WN Longsword. His annual income is 450132sp.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Elisim	H	M	LN	ME	7	24	10	78	78600	750	12	14	7	8	5	11	Dagger
Arien	E	M	CG	MU/F	4/4	17	1	475	2049	650	15	16	14	16	14	12	Sword
MI *+1 Chainmail, +1 Longsword, +3 vs Lycanthropy*																	

Spells: 1st: *magic missile, burning hands, affect normal fires.*
2nd. *ESP, shatter.* Scroll: *maze, locate object.*

C4 Elisim Deorctunge, 8 Mark Geard (F5). ST 3, N1 4, N2 7, N3 8, CN PO. See above. The current Counseil Laeden, Elisim is the last survivor of his once numerous family and primarily concerned that their memory should not die with him. To this end, all of his energy is directed towards ensuring that his funeral will live on in the minds of Irilians long after he himself is wormfood. Other matters concern him only so far as they bear upon this. Elisim's interests in the clothing trades produce an income of 354980sp per year and are looked after by his righthand man, Arien.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Garos	H	M	N	ME	13	58	10	74	90499	5000	6	14	12	7	5	12	None	Dagger
Telnon	½E	F	NG	F	4	31	2	45	563	50	14	12	9	12	14	18	None	Longsword
Giniel	H	F	N	F	3	13	2	28	98	50	15	9	8	13	13	12	None	Longsword

C5 (cS21) Erea Gasrintri, 5 Mark Geard (G5). ST 3, N1 5, N2 5, N3 5, CN AV. The last remaining Irilian gemmer, Erea stayed in Irilian when all others left partly because of her ownership of the Gnome Juel Aef but also because over three hundred years she had become rather attached to the place. A dispassionate business gnome, Erea always remembers someone who has either helped or hindered her and never forgets to pay back a debt of either type. She is fighting off a series of attempts by bidders working for Pelos Irilsdohtor to take over the Gnome Juel Aef. Recent troubles mean she must soon close. Meanwhile she is trying to find out who is behind it all. Since the troubles, she is accompanied everywhere by her husband Garli. Erea's income is 450254sp per year.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Erea	G	F	LN	I	2	51	7	352	975	500	9	14	12	17	13	14	None	Dagger
Garli	G	M	N	F	3	23	5	294	504	150	14	12	7	14	16	12	None	Battle Axe
Spells: 1st. *Colour spray, hypnotism.*																		

C6 Erihim Stormboi, 13 Mark Geard (E5). ST 3, N1 5, N2 5, N3 8, CN CO. See top of page. Last year as usual Erihim took part in the Heafod Aef Orc's orc Hunt. Unusually, he became separated from the rest of his party and did not reappear for two months until his horse cantered through the Waetergaet with an unconscious Erihim tied across its back. As a result of whatever happened in the intervening months, Erihim has suffered a complete memory loss for everything during and before that time. Erihim has no family, his needs being looked after by his bodyguard Ankra.

Erihim is a doppleganger who took Erihim's place after he was captured. AC 5, HD 4, Move: 9", No of Attacks: 1, Damage: 1d12, Special Attacks: Surprise on 1-4, Special Defences: Mutable form. Saves as 10th level fighter. HP 23. The doppleganger is using Erihim's position to insinuate the rest of its clan into Irilian life. So far it has managed to place two (HP 13, 17) as servants in Erihim's household and plans to engage the rest in the guise of mercenary guards (HP 15, 16, 2x18). Ankra is unaware of this but still nurses suspicions about his master's 'disappearance' and constantly tries to catch it out. As a result of this, the doppleganger is gradually becoming paranoid [*DMG*].

The real Erihim is still alive in the dopplegangers' lair in the wilderness to the north. He would, no doubt, be very grateful if rescued. Erihim's wealth comes mainly from his monopoly of Irilian's fur trade but his controlling interest in the leather trade also brings in a fair proportion of his annual 390879sp.

C7 Garos Treowegefa, 9 Mark Geard (F5). ST 3, N1 4, N2 5, N3 7, CN PO. See above. Although appearing as an infirm old man whose mind wanders somewhat, Garos can still exert great strength of will and purpose at times, especially where his large and ever-increasing family are concerned. Garos is currently fighting off Alros' attempts to take over Abbeie Ward's metallers. Since virtually all of the aforesaid are members of his family, this is not at present too difficult. However, were Garos to die, his family could well split as a result of squabbles over his considerable estate thus allowing Alros to move in. Garos has no immediate family; consequently under Irilian law, his 74 grandchildren all have an equal claim on the estate. Two of Garos' grandchildren are his bodyguards.

C8 Pelas Irilsunnu, Pelos Irilsdohtor, 6 Mark Geard (F6). ST 3, N1 4, N2 5, N3 5, CN PO. See below. Pelos, with her half-brother Pelas, overtly dominates Irilian's spice, building and victual trades and covertly regulates most of its illegal activities. She is an evil, ruthlessly vindictive woman who completely dominates her weaker willed half-sibling and yet manages to to convince everyone of her thoroughly blameless character. Only her brother and bodyguards, Erin, Aran, Distrian and Kilmin, know her true character.

Pelos controls Irilian's small underworld through her ownership of the Heafod Aef Orc (a focus for the seamier side of Irilian), her bodyguards who 'talk' to anyone who might consider crossing her, and her dominion over the law which her and her half-brother's posts as Scirgerefa and Coroune give her. Pelos and Pelas' combined annual income is 903685sp. ▷

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Pelas	H	M	CN	ME	4	10	10	43	18508	500	9	14	12	10	9	12	Dagger
Pelos	H	F	CE	ME	12	56	10	38	67480	1000	8	18	13	7	6	17	Dagger
Erin	H	F	LN	F	5	31	2	34	509	80	17 (+1/+1)	11	7	14	13	8	Sword
MI *+1 Longsword* (NSA)																	
Aran	H	M	LN	F	4	20	2	32	846	50	16	9	8	14	13	10	Longsword
Distrian	H	M	CN	F	3	19	2	27	1104	75	15	10	9	13	12	9	Longsword
Kilmin	H	M	N	F	3	18	2	24	597	95	14	8	12	12	11	10	Longsword

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Krist	H	M	LN	F	11	84	-3	67	-	900	18(80) (+2/+4)	14	13	18	14	12	Longsword (+3)
MI *3 Javelins of Lightning*																	
Ras	H	F	LN	F	8	57	-1	54	-	900	17 (+1/+1)	13	10	16	13	10	Longsword (+3)
MI *Boots of Speed*																	
Sil	H	M	LN	F	5	42	0	47	-	900	15	14	9	15	17	14	Longsword (+2)
MI *+2 Longbow*																	
Nak	H	F	LN	F	3	16	1	36	-	900	15	12	14	14	13	15	Longsword (+1)
Ral	H	M	LN	F	3	21	1	38	-	900	16	16	12	9	17	12	Longsword (+1)
Sar	H	F	LN	F	2	15	1	27	-	900	15	13	8	14	12	7	Longsword (+1)
Quan	H	F	LN	F	2	13	1	25	-	900	18(57) (+2/+3)	11	14	12	10	12	Longsword (+1)
Toc	H	M	LN	F	2	9	1	26	-	900	16 (+0/+1)	12	15	13	11	9	Longsword (+1)
Sanc	H	M	LN	F	2	11	1	24	-	900	17 (+1/+1)	15	14	16	13	17	Longsword (+1)
Siq	H	M	LN	F	1	7	1	20	-	900	15	13	12	13	16	14	Longsword (+1)
Ged	H	M	LN	F	1	8	1	17	-	900	16	15	12	14	15	8	Longsword (+1)

The Mob. Unpopular moves by the Counseil or anyone else will almost certainly lead to a riot. The mob take 2d4 turns to form and is made up of 3d6 hundred citizens who will burn and loot until either dispersed, their demands are met or they run out of steam: usually in one or two daeg. The mob begins by attacking the object of its anger, in most cases the Counseil Hus, but soon moves on to other targets; the richer merchants' houses and the inns for example: the religious are never attacked. The Garde is of little use against the Mob since it usually provides a proportion of the rioters.

R5 The Monasterion. 1 Munuc Geard (G7). ST 1, N1 36, CN AV. Home of the Brothors Aef Lagu; a militant order of warrior-monks (not *AD&D* monks) whose outlook on life is Order through Discipline. See above for stats. The Brothors have the surname Aef Monasterion, Kris Aef Monasterion is the current Gran Mareschal or Abbod. The brothors hate Chaos with an all-consuming passion and can often be heard in the Mark Geard warning of the Evils of Loose Thinking. Each has full plate armour and shield (AC 1) and a banded heavy warhorse AC 5, HD 3+3, Move: 15", No of Attacks: 3, Damage: 1d8/1d8/1d3, HP 16. All have magic longsword, longbow and lance and are fearless in battle (+50% on morale). The Monasterion also maintains a force of 50 superheavy cavalry armed and equipped as the Brothors except that they wear plate mail rather than full plate and have non-magic swords. RA H, SX M, F, AL LN, CL F, LV 0, HP 4+1d4, AC 2, WE -, BL 100, ST 11 +1d4, IN, WI, DE, CO, CH All 8+1d4, MI None, WN Longsword. Each Brothor is responsible for a unit of five men-at-arms. Together the Brothors and their troops form the most powerful fighting force within 100 miles of Irilian. The spiritual guidance of the Monasterion is in the hands of two clerics of Lagu.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Tenq	H	M	LN	C	6	26	1	47	-	1000	18(78) (+2/+4)	14	17	14	16	16	+2 Flail	Flail
Arkis	H	M	LN	C	4	21	1	38	-	1000	16 (+0/+1)	17	18	12	9	14	+2 Flail	Flail

Spells: Tenq: 1st. *bless* x2, *cure light wounds* x3. 2nd. *chant* x2, *hold person* x2, *spiritual hammer*. 3rd. *prayer*.
Arkis: 1st. *command* x3, *cure light wounds* x2. 2nd. *hold person, silence* x2, *spiritual hammer*.
The Brothors constantly harry the humanoid tribes to the north of Irilian and once a year, from the first daeg of Heahfore – Hael onwards, mount a major campaign to sweep clear an area of deviancy. They maintain two small forts beyond the river Sil which are each garrisoned by two Brothors and their men. Thus, at most; 6 Brothors and 24 men-at-arms will be in residence at the Monasterion except for during the summer campaign when all Brothors but one will be riding north.

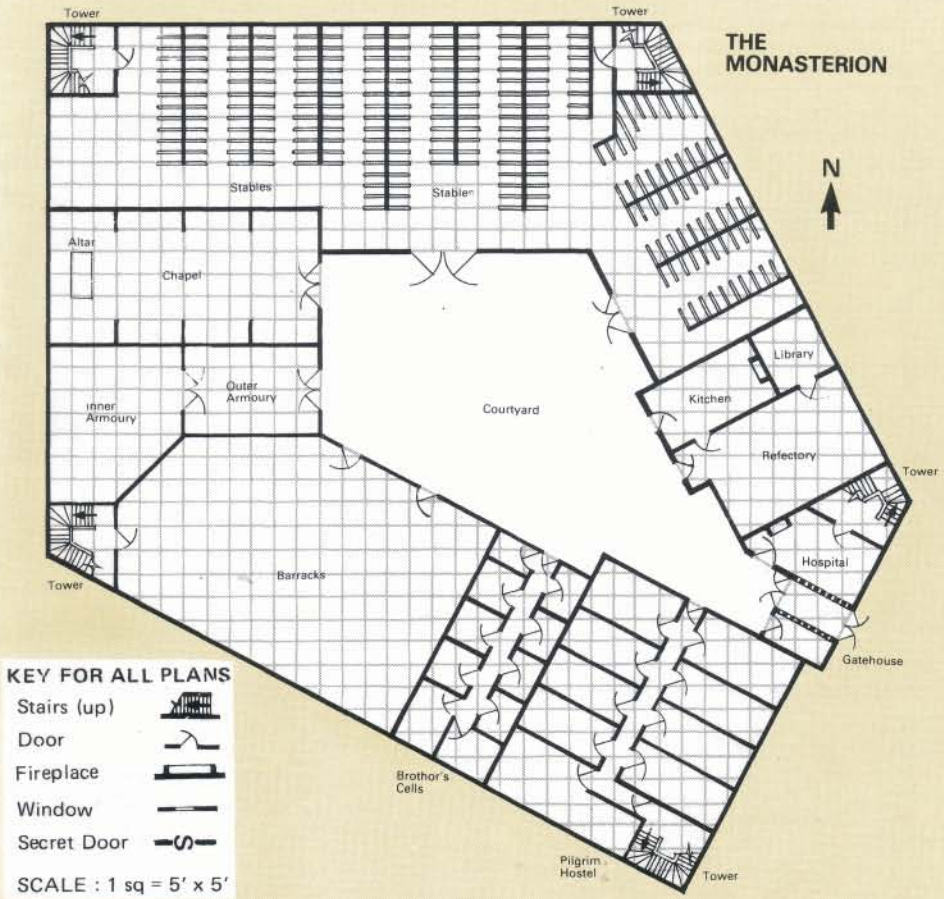
The Monasterion's main source of wealth are offerings made by pilgrims who come to pray to the Sceptre Aef Lagu; a legendary artifact said to have been used by Lagu at the Dawn of Time to etch the Laws of Creation upon the Arch of Heaven, which was rediscovered by the last Gran Mareschal but one in a cave deep under the Scaerp Mountains.

In truth, at the time the Monasterion was virtually bankrupted by the cost of its constant warfare. The then Gran Mareschal strayed from the One True Path and paid Zotaquaan, then a newly qualified wizard, to construct a fake relic. The 700,000sp per year from the pilgrim trade has kept the Monasterion solvent ever since. Only the Gran Mareschal and Zotaquaan know of the deception and although Kris would dearly love to dispose of the Sceptre, he has decided that it is the lesser of two evils to keep it rather than run the risk of its true value being discovered.

The Sceptre itself is a completely plain two feet long slim white rod. The spell *create false relic* (see later) makes the rod give off a white light and auras of *cold* and *fear*. Stored inside it are 5 *limited wish* and 5 *disintegrate* spells of which one of each remains. Zotaquaan set it to trigger if the words 'Lagu! hear my prayer,' are spoken to it. In return, he receives 20% of the revenue from it and first choice of any magic items found on the Brothors' raids.

The Sceptre is kept inside a *wizard locked* Elfglass case (5DPV) which is in turn *wizard locked* onto the High Altar of the Chapel of Lagu. Each of the case, the Sceptre, and the Altar has 5 *magic mouths* cast on it to sound sequentially if the case is touched by anyone but the Gran Mareschal. One of the Brothors constantly keeps watch on the Chapel. Pilgrims are not allowed closer than 20ft.

The Monasterion's outer wall (25 DPV) is battlemented, ballista topped towers (ST 3, N1 1, N2 1, N3 1, CN AV, DPV 40) guard its corners and the gatehouse is equipped with a portcullis (15 DPV, Gates 10 DPV), machicolations and murder holes. Around the central courtyard are the pilgrims' hostel, a series of bare rooms; the extensive armoury, barracks and stables, a small hospital and library and the refectory and chapel. Guards patrol the walls and drill occupies the courtyard.



CREATE FALSE RELIC (Alteration)

Level:	MU 6th, Ill 5th
Range:	0"
Duration:	Permanent
Area of Effect:	1 item
Components:	V, S, M.
Casting Time:	4 days
Saving Throw:	None

This spell gives an object the appearance of a relic or artifact and, depending upon the spells stored inside it, either rewards or punishes those who invoke it. The spell may be cast upon any object which is smaller than two feet in its largest dimension. It has the following effects: 1. So long as its general shape does not alter substantially, the object may take on the appearance the caster wishes. 2. A 15ft zone around the relic may be set to radiate one from each of the following pairs: light or darkness, heat or cold, fear or well-being, a smell of perfume or rot. 3. Up to 10 each of up to 3 spells may be stored in the relic and set to trigger by any combination of up to 10 words in any language. Any spell may be stored in the false relic but the trigger

combination will only actually work 1 time in 100,000; all other attempts being ineffective. Which spell of the possible alternatives takes effect on the person triggering it is completely random. The spells to be stored in the relic must be cast at it within 1 day of the *create false relic* spell being completed.

Casting the spell requires that the closing incantation must somehow be permanently associated with the relic. Since inscribing it on the outside of the object makes it much more likely that it could be discovered as a fake, the more usual practice is to write it on a sheet of vellum which is then secreted inside the item. This spell counts as a *permanency* spell if anyone casts a *dispel magic* upon it. The material components cost 2000gp.

I3 Thri Seorra, 5 Temple Cort (G5). ST 2, N1 7, N2 15, CN PO, CM 1.0, NC 8d10/8d8/12d10/12d10+10d6, NS 12, RC 1, BC 1. The Thri Seorra is named after the three Star Sapphires that sparked off Irilian's gem rush when they were discovered by a gnome wandering along the banks of the Iril. Large glass replicas of the famous gems now hang over the inn entrance. The Thri Seorra provides a drinking house for those too frightened to go to the Heafod Aef Orc and too poor to go elsewhere and is therefore popular with normal Irilians. It has private rooms for 20 visitors and a common room which will sleep another 15. There are two ineffective bouncers, Erizael Flakonman and Rigisil Drekkan, both of whom are usually drunker than the customers.

As well as the normal Irilian citizen customers, the following may also be present, bracketed numbers are percentage chances. Commandere Aef Hors (10), Hliehhanaman Commandere (5), 3d10 of the Garde (100), Acfyst the Druid (15), Miril of the Temple (20), Pelnon of the Temple (20).

The Thri Seorra is a popular stopping place for lesser merchants and its private rooms are often hired for Gild and Company meetings.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Erizael	H	M	N	F	3	10	5	48	907	100	16	9	11	13	15	12	None	Shortsword
Rigisil	H	M	NE	F	3	21	5	31	783	80	14	10	14	12	14	10	None	Shortsword

Shops (See WD43 for shop nomenclature)

cS1 Alchemist [*DMG* & *WD20*], 27 Riht Monasterion Laen (G6), ST 3, N1 4, N2 6, N3 5, CN PO, CM 1.1, YE 180363, WE 105947. Irilian's resident independent alchemist is Eliaz'gth Hezron. RA H, SX M, AL N, CL Alchemist, LV 6, HP 19, AC 10, AG 64, WE 105947, BL 1000, ST 7, IN 18, WI 12, DE 15, CO 14, CH 12, MI See potions available, WN Dagger.

Spells: One/daeg from: *protection from evil, detect magic, detect invisibility, detect illusion, detect good* or *evil, know alignment, slow poison, stinking cloud, fools gold, enchant an item, legend lore, true seeing, enchanted weapon, stone to flesh*. Any number/daeg from: *pyrotechnics, conjure elemental, transmute rock to mud*.

Because he has thrown out of the Mages Academy for cheating, Eliaz has a hatred of MUs and will only work with them for twice the normal fees; in no case will he accept permanent employment with any. In addition to casting spells for the usual fees, Eliaz brews potions for the standard prices. Those for which he has a recipe are *Extra-Healing, Fire Resistance, Heroism, Human Control* and *Longevity* [*DMG*]. He will usually have one, and two dose bottles of each made. Unfortunately, one of the *Extra-Healing* potions has 'gone off' and will kill the user in 1d4 daeg unless a saving throw versus poison is made. To discourage pilferers Eliaz has mixed a couple of failed experiments in with other potions, these are a *Delusionary Potion of ESP* [*DMG*] and a *Follicle Philtre* [*WD16*]. Potions are identified by a code known only to Eliaz.

cS2 Baker. 6 Riht Screawa Clos (H6), ST 2, N1 4, N2 5, CN PO, CM 1.0, YE 7986, WE 3297.

cS3 Baker. 8 Luft Oniche Weg (F7), ST 2, N1 3, N2 5, CN CO, CM 0.9, YE 8647, WE 3976.

cS4 Beader (makes beads). 1 Riht Sloegh Rad (H5), ST 2, N1 2, N2 6, CN PO, CM 1.0, YE 7630, WE 4012.

cS5 Beavermaker (beaver and other skin hats). 6 Temple Cort (G5), ST 1, N1 3, CN BA, CM 1.0, YE 6908, WE 3987.

cS6 Broderer (embroidery). 4 Munuc Geard (H6), ST 2, N1 2, N2 6, CN PO, CM 1.2, YE 15019, WE 7321.

cS7 Burlester (womans' headresses). 21 Luft Monasterion Laen (F6), ST 2, N1 3, N2 6, CN BA, CM 1.0, YE 5930, WE 1908.

cS8 Burreler (coarse russet cloth). 17 Luft Ambre Chare (I6), ST 2, N1 4, N2 7, CN BA, CM 1.0, YE 6403, WE 2970.

cS9 (T1) Butcher. 6 Luft Sloegh Rad (H5), ST 3, N1 2, N2 6, N3 8, CN CO, CM 1.1, YE 8973, WE 4009. Owned by the Gealgagang.

cS10 Buttonmaker. 4 Riht Leogere Laen (F6), ST 1, N1 2, CN BA, CM 1.0, YE 5786, WE 1796.

cS11 Cheesemonger (sells cheeses). 2 Luft Fyrgi Rad (F7), ST 1, N1 1, CN BA, CM 0.9, YE 8009, WE 3396.

cS12 Combmaker. 2 Luft Monasterion Laen (H7), ST 2, N1 3, N2 7, CN BA, CM 1.0, YE 9798, WE 4102.

cS13 Dairy. 1 Riht Gerfaucon Straet (F6), ST 2, N1 3, N2 6, CN BA, CM 1.0, YE 5978, WE 2013.

cS14 Draper (sells cloth). 23, 24 Riht Monastan Clos (G6), ST 2, 2, N1 2, 1, N2 5, 8, CN PO, BA, CM 1.0, YE 22431, WE 12014.

cS15 Dyer (dyes cloth). 7 Luft Screawa Clos (G6), ST 2, N1 1, N2 5, CN BA, CM 1.0, YE 5831, WE 1603.

cS16 Engineer. 3 Luft Screawa Clos (G6), ST 3, N1 2, N2 4, N3 6, CN AV, CM 1.0, YE 60193, WE 34510.

cS17 Feltmaker. 11 Luft Diament Rad (E7), ST 2, N1 2, N2 7, CN CO, CM 1.0, YE 6750, WE 2908.

cS18 Fishmonger. 12 Riht Temple Laen (I5), ST 2, N1 2, N2 5, CN PO, CM 1.2, YE 5549, WE 1760.

cS19 Fishmonger. 5 Riht Sloegh Rad (I5), ST 2, N1 3, N2 5, CN BA, CM 1.0, YE 5108, WE 1694.

cS20 Fuller (beats cloth). 13 Luft Ile Rad (I5), ST 2, N1 1, N2 5, CN PO, CM 1.0, YE 6014, WE 1908.

cS21 Gemcutter. 5 Mark Geard (G5), ST 3, N1 3, N2 4, N3 6, CN AV, CM 1.2, YE 570169, WE 307590. Skill level 91-00. Owned by Erea Gasrinti.

cS22 Girdler (belts). 3 Riht Sloegh Rad (H5), ST 2, N1 3, N2 5, CN PO, CM 1.0, YE 8907, WE 3456.

cS23 Glover (gloves). 10 Munuc Geard (H6), ST 2, N1 3, N2 4, N3 6, CN PO, CM 1.0, YE 8796, WE 3207.

cS24 Greengrocer (vegetables). 9 Luft Diament Rad (E7), ST 2, N1 3, N2 4, CN CO, CM 1.2, YE 8793, WE 3462.

cS25 Guide/Messenger. 13 Luft Diament Rad (E8), ST 3, N1 2, N2 4, N3 6, CN PO, CM 1.0, YE 10089, WE 4281. Available are guides for the area around Irilian to a distance of 50 miles. The messengers are light horsemen who can cover 40 miles/daeg. Cost: 3gp/daeg.

cS26 Haberdasher (small articles of dress, ribbons, etc). 8 Luft Monasterion Laen (G7), ST 2, N1 3, N2 6, CN PO, CM 1.1, YE 23078, WE 9078.

cS27 Hatter (hats). 9 Riht Temple Laen (G7), ST 2, N1 3, N2 7, CN PO, CM 1.0, YE 8978, WE 4010.

cS28 Hosier (triubhas). 15 Riht Temple Laen (I5), ST 2, N1 3, N2 5, CN BA, CM 1.0, YE 7465, WE 3107.

cS29 Hurer (caps). 2 Riht Oniche Weg (F7), ST 2, N1 4, N2 6, CN BA, CM 1.0, YE 6501, 2907.

cS30 Mercer (sells silks, lace, etc). 16 Luft Ambre Chare (I6), ST 3, N1 2, N2 3, N3 7, CN PO, CM 1.3, YE 33108, WE 20198.

cS31 Pointmaker (shoelaces). 2 Riht Gmala Weg (G7), ST 2, N1 3, N2 6, CM BA, CM 1.0, YE 6790, WE 2903.

cS32 Pouchmaker. 3 Luft Ormr Rad (H6), ST 2, N1 4, N2 5, CN PO, CM 1.0, YE 5897, WE 2903.

cS33 Poulterer (poultry). 1 Riht Oniche Weg (E7), ST 2, N1 3, N2 6, CN BA, CM 1.0, YE 8793, WE 4013.

cS34 Purser (purses). 21 Riht Monastan Clos (G6), ST 2, N1 2, N2 7, CN BA, CM 1.0, YE 7931, WE 2749.

cS35 Sacker (sacks). 7 Riht Oniche Weg (F7), ST 1, N1 3, CN CO, CM 1.0, YE 4785, WE 1980.

cS36 Shearman (shears cloth; skins). 6 Riht Gerfaucon Straet (F6), ST 2, N1 5, N2 4, CN PO, CM 1.2, YE 6584, WE 2905.

cS37 Silker (sells silk). 14 Riht Monastan Clos (E6), ST 3, N1 2, N2 4, N3 7, CN AV, CM 1.3, YE 21043, WE 10981.

cS38 Starchmaker. 7 Munuc Geard (H6), ST 1, N1 3, CN BA, CM 1.0, YE 4501, WE 1490.

cS39 Tailor (clothing). 3 Temple Cort (H3), ST 2, N1 4, N2 4, CN PO, CM 1.0, YE 6095, WE 2990.

cS40 Tapicer (tapestry). 3 Riht Peutre Weg (F7), ST 3, N1 2, N2 1, N3 6, CN CO, CM 1.2, YE 13089, WE 6312.

cS41 Upholder (small household objects). 13 Riht Ile Rad (I5), ST 2, N1 3, N2 3, CN PO, CM 1.0, YE 6003, WE 1907.

cS42 Weaver (wool). 2, 3, 4 Luft Peutre Weg (F7), ST 2, 2, 2, N1 1, 1, 1, N2 3, 5, 7, CN PO, PO, BA, CM 1.0, YE 7968, WE 3108.

cS43 Weaver (linen). 7, 8 Riht Screawa Clos (H6), ST 1, 3, N1 1, 1, N2 0, 4, N3 0, 5, CN CO, CM 1.0, YE 8019, WE 2019.

cS44 Wooler (woolen clothing). 7 Temple Cort (G5), ST 2, N1 2, N2 4, CN PO, CM 1.0, YE 15074, WE 4503.

Irilian Thieves. Irilian has many amateur thieves but only five professionals; Hirean Deorcsunnu, Korsal Uleage and Korseal and Pireal Tuorgum – collectively the Gealgagang – and Gildas Sandy, a visitor from the east. The Gealgagang specialise in meticulously planned burglaries and never descend to mugging passers-by, much though Korseal and Pireal are sometimes tempted. All four are members of the Theof Gild, the major thieves' gild to the south of Irilian and, if necessary, will call upon it for assistance. Player character thieves discovered by the Gang will be asked to join; the alternative being death. A similar procedure to that followed by the Gild of Hashishiyy (Part 3) will determine the outcome if a conflict develops. The Gang will provide training to members at the normal prices.

The Gang own a butchers shop (T1[cs9]) at 6 Luft Sloegh Rad (H5) as a cover for their activities. They are as yet unaware of the independent thief, Gildas Sandy, with her cover as a market stallholder. RA ½, SX F, AL N, CL T, LV 8, HP 32, AC 3, AG 55, WE 5897, BL 100, ST 12, IN 14, WI 11, DE 18, CO 14, CH 16, MI *a1 Leather Armour, +2 Shortsword* (NSA), *Bag of Holding* (150ft^3 volume), WN Shortsword. Gildas is a likeable rogue who drifts from town to town clearing them out one by one. Gildas specialises in stealing from upper storeys of houses and is presently looking for accomplices for a raid on the Tor Wysard. When not in the Mark Geard, she inhabits the garret (T2) at 4 Luft Leogere Laen (F6) ST 3, N1 1, N2 1, N3 1, CN BA. Gildas will train for any player thief who meets her.□

Next Issue: Part 5, the South West Quarter.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	WN
Hirean	H	M	CN	T	5	20	6	31	1409	50	14	13	9	16	12	10	Shortsword
MI *+1 Dagger, +1 Leather Armour*																	
Korsal	H	M	CN	T	3	11	8	27	198	20	12	10	14	14	9	14	Shortsword
MI Potions: *Speed, Leviation*																	
Korseal	H	F	NE	T	1	4	5	19	78	5	11	14	7	17	11	7	Shortsword
MI Potion: *Flying*																	
Pireal	H	F	CE	T	1	2	4	13	21	1	8	12	5	15	13	5	Dagger

Dear *WD*,

To continue the correspondence on Dave Morris's article *Zen and the Art of Adventure Gaming* begun by Daniel Oppenheimer in *WD42*, here are a few hints on role-play for samurai, taken from the excellent *Zen in the Art of Archery* by Eugen Herrigel: The swordmaster holds himself in reserve, without the least desire to show off. Under the influence of Zen, his proficiency becomes spiritual and his sword, which has now become his 'soul', is only drawn when unavoidable. He avoids combat with an unworthy opponent, accepting the charge of cowardice with indifference; on the other hand, out of esteem for an opponent, he insists on a combat which cannot bring anything but an honourable death to the latter. Through meditation he grows daily less accessible to fear and values the search for Truth or Enlightenment above fame, victory, wealth and even life itself.

This leads me to feel that meditation ought actually be included as an ability which will directly affect all other abilities. Perhaps someone else would care to deal with this knotty problem.

Let me add that *WD's* scope has always seemed rather limited to me (*D&D, RQ* and *Traveller* mostly). While accepting that they are the most popular RPGs and therefore deserve most coverage, there is no reason why new FRP systems shouldn't be created in your magazine, and the ideas and views of people with their own systems couldn't be included. For example, let's see Dave Morris's *Zen* extended, rationalised and improved on in the Letters Page and in further articles. And then, there's the possibility of scenarios – *The Seven Samurai* and *Kagemusha* spring readily to mind.

Yours,
Mark M Peckett, Staffs.

Dear *WD*,

I liked the new impale/critical rule given in *WD43's RuneRites* very much, mainly because it brings such weapons as arrows back into line with slings: the former can do a maximum of 18, whereas the latter has a maximum of 8 no matter what special hit is used.

The suggestions that armour and shields gradually get whittled away I think is an unnecessary complication. It's enough for me to handle the attacks, parrys and spells of 20 broos without having to search down their stats to see how many points their shields are absorbing this round, or what armour points the right vambrace of broo 7 has when an arrow hits it at SR5 when at SR4 a bastard sword damaged it!

For the player handling one character on one piece of paper, this kind of 'realism' sounds OK, but as a Referee, I would prefer shields and armour to take damage only on criticals, perhaps at a rate of 1AP lost per 4 of damage done, rounded down. I have always considered the characters capable of doing minor repairs to thier equipment, such as hammering out dents and replacing straps. The cost of 'spares' I have always included in the living costs I charge my campaign characters. And anyway, as soon as one character buys *repair*, most of the above goes down in flames!

Your shield ideas I totally reject, for this reason. Your suggestions are written purely for the benefit of impaling weapons. A mace or great-sword wielder would not try to smash/slash his way *through* the shield – he would attempt to knock the shield aside so that the weapon hits the person. If the shield is a small one, it is going to get knocked aside a lot easier than a large one would simply because it is so much lighter. I think the APs given in the rules strike a fair balance for all types of weapons.

Yours mixed-feelingly,
Graham Cobley, Leicestershire.

– I sympathise with Graham's point on the extra book-keeping, and find his suggestion for damage from Criticals also very appealing, also the ratio suggested. Of course, once repair *is available, damage need not be permanent; but it will matter if, in the course of a melee, a shield's protective capacity drops from 12 to 9. On missile-impales: we have in fact had a ruling that slingstones and thrown rocks 'impale', while thrown axes 'slash'* [WF13]; *but stones and rocks will not stick in the body, I believe. I feel that the new convention allows little damage to an arrow-impale, unless it is from a crossbow; this may be realistic, though I have doubts. On the topic of damage to equipment generally, Simon Basham informs me that gear he has used in re-enacting Viking mayhem gets used up* very *quickly: a shield won't outlast 10 combats or a hafted weapon one campaigning season, a sword would be tough to last two seasons but armour* is *'fairly everlasting'. He supports damage of a serious kind being delivered by a special or critical hit. –OD.*

Dear *WD*,

Thomas Price's article *Happy Landings* concerning starport design [*WD43*] is one of the best and most useful I have seen in a long while. The excellent accompanying diagrams were just what I've been wanting to help with my own starport maps.

However, I think the suggestion that the Landing Ground will be a 'preferred part of any commercial starport' is pushing the theory a bit far. While it would be included in most higher class starports, a lot of the ships using the starport (including the ports own vessels) will be unable to use it. All those cylinder shaped cutters and ship's boats would, I imagine, glide about as well as the average grand piano and as Thomas points out, gliding in depends a lot on the pilot's skill. Thus, the diagram of the E Class starport, showing the only landing facility to be a Landing Ground is also going a bit far – would it be worth clearing all that space if the full potential of the system is not going to be realised? Surely the E class starport would be more likely to consist of a parkbay style arrangement (using cheaper materials, eg packed earth as blast berms).

Despite these criticisms, I thought the article really was one of the best for *Traveller* I have seen in any magazine, and I would like to see many more of the calibre of this one.

Yours,
Dan Bedford, London.

Dear *WD*,

If we ignore the name-calling, and the flourishing of irrelevant qualifications, it seems that Lew Pulsipher failed to follow my point in my letter in *WD40*. Let me explain myself in order to make my point more clearly.

Firstly, the use of Moria – surely if *D&D* is incapable of simulating the Fellowship in Moria, then if the players have more than a superficial knowledge of Tolkien, the inadequacies will become obvious; and if the players do not have this information, the specific example becomes irrelevant.

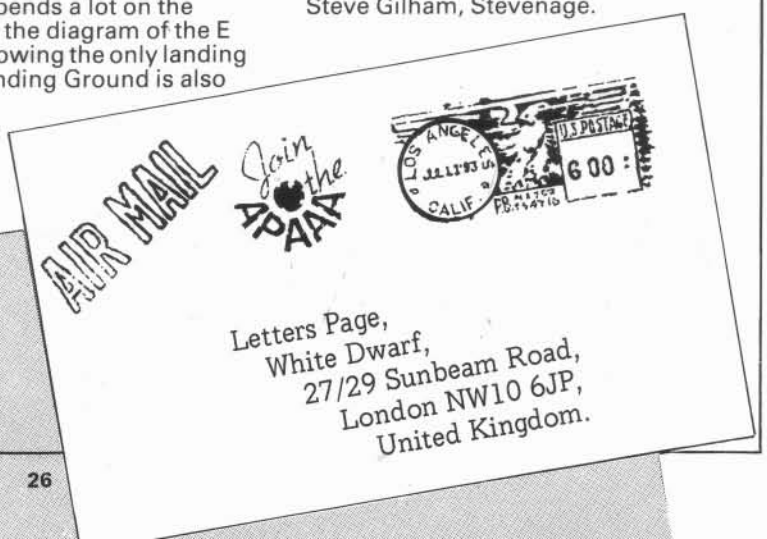
Secondly, the question of introductory articles – I did not question the sincere intent of the scenario, merely lamented its execution. It is undeniable that FRP has expanded into wider fields over the last five years; the 'dungeon' is now one facet among many. Introductory articles should reflect these trends, not ignore them, so that the beginners can benefit from the broader experience of others, and not be condemned to repeat our mistakes, and be forever five years behind.

There is certainly more to FRP than skirmish wargaming in an underground menagerie. The horizons that open up when one escapes from the underworld are wide indeed. Political interactions, and the proper use of NPCs (rather than as the crew of stubborn and selfish types urged in the *DMG*), fields which I know that I have yet to master, within the actual game session, and coherent world design are the first topics that spring to mind.

The general applicability of Lew's latest article, *Magimart*, [*WD43*] is a welcome expansion of scope from the usual dungeon-centred approach, even though I disagree slightly with some of the conclusions drawn.

Get out into the open, and enjoy the fresh air!

Cheers,
Steve Gilham, Stevenage.



RuneRites *is a regular* RuneQuest *column, edited by Oliver Dickinson. This issue, some general runic clarifications.*

Divinations

Some Clarifications by Oliver Dickinson

In the course of frequent Divinations, I have picked up many useful snippets of information from the Creator Gods, and present the most significant here; some answer queries that I have raised in reviews. My special thanks to Greg Stafford, Steve Perrin, and Sandy Petersen for the answers.

Human Statistics. *Trollpak 2*, p3 suggests raising human SIZ and INT to 2d6+6, thus giving a 8-18 range; the reason suggested to me is that all PC's are potential heroes. I feel this is a very narrow range, and doubt whether all PC's have such lofty motives: some may be out to make a quick buck and retire, and others may not wish to commit themselves to a cult, the only way to get far on the road to hero status, I suspect. An alternative, especially for NPC humans, could be 2d8+2.

Healing. A Healing spell may be 'thought' to the desired part of the body, but if *healing* someone/thing else you must use touch. Damage caused by *disruption* can heal naturally, in the course of time, like an ordinary wound.

Spirits. Important changes in spirits' statistics and the means of acquiring bound spirits are recommended in *Different Worlds 22* [I will take this opportunity of recommending regular reading if not purchase of this magazine, in which *RQ* matters frequently appear; there is now to be a regular feature, of which the first appeared in *DW28*].

Conversation. It has been pointed out that under present rules two people having respectively 100% and 1% in a language could converse easily; a suggested remedy is to require at least 10% knowledge for any attempt at successful communication. On learning languages, see *DW22*, also. Whatever actual INT, native speakers of a language should probably be allowed 50% skill in it.

Dwarfs. Many fighting dwarfs, especially in their elite units, and not simply their equivalent of Rune Lords (Diamond Dwarfs), will be armed and armoured with iron (cf *Trollpak 1*, p55). This iron is communal property, and it would be very unwise for an adventurous dwarf to walk off in it or for adventurers to steal it. Luckily, dwarfs are rarely met above ground these days.

Troll Drinks. These take effect once you have finished the drink, though it should be possible to perceive some effects before; thus, Erosion Ouzo might well be melting your tongue or gullet. Try an INT x 5 or DEX x 5 (to represent feeling the effect). In the case of Powzie!, we all know that you can drink ½ litre (nearly 1 pint) in less than 20 swallows, but this is the number of times you must match the accumulating poison against CON. The result may well be lethal, especially if you are tough and hold off the poison for a long time; I suppose that's what you get for ignoring the proverb, 'Never drink a Troll's drink', but sympathetic GM's might consider reducing the number of swallows needed to 15 or 12. If you survive the whole first drink and try another, the accumulated poison is carried over; it'll get you in the end!

If you feel wary, you could use a *vigor* spell or potion to improve CON before drinking, but if the Trolls realise they will make you wait until its effects have worn off before your next drink.

Fatigue. A promised article on this subject never materialised, but GM's should give it careful consideration. A suggested effect is loss of POW points, but I could see a case for deducting from CON, DEX, STR, even INT.

Griffin Mountain: Clarifications and Errata. I don't known how many readers have gone adventuring in Balazar, but GM's may well have found many minor problems and errata (eg references to *Speedart 2+* – *Speedart* is *not* a variable spell). I passed on a fair number to Greg Stafford, and his replies are often interesting.

Bluebird. His total ENC is very high, and this is deliberate; he's no good off his horse (I haven't checked whether the horse can carry it all under Graham Cobley's system in *WD42*). He should have a good Speak Balazaring ability (language skills have often been left out), but only 5% General Knowledge.

Caravans. If you are a Lunar-hater and thought you could make things hot for the Elkoi garrison by ambushing their supply caravan just before Dark Season, when no supplies are sent, forget it. They build up the surplus needed to carry them through Dark Season over the whole year.

Flint Weapon. For simplicity's sake, these should be reckoned to do the same damage and have the same HP's as bronze, unless you're a fanatic for accuracy (long flint blades should be more brittle than bronze). The arrowheads should cost 1C, Spearheads 7-10L.

Linen. This is made from local wild flax, so is inferior to that made from cultivated flax, but it's something of a status symbol in Balazar, hence its cost.

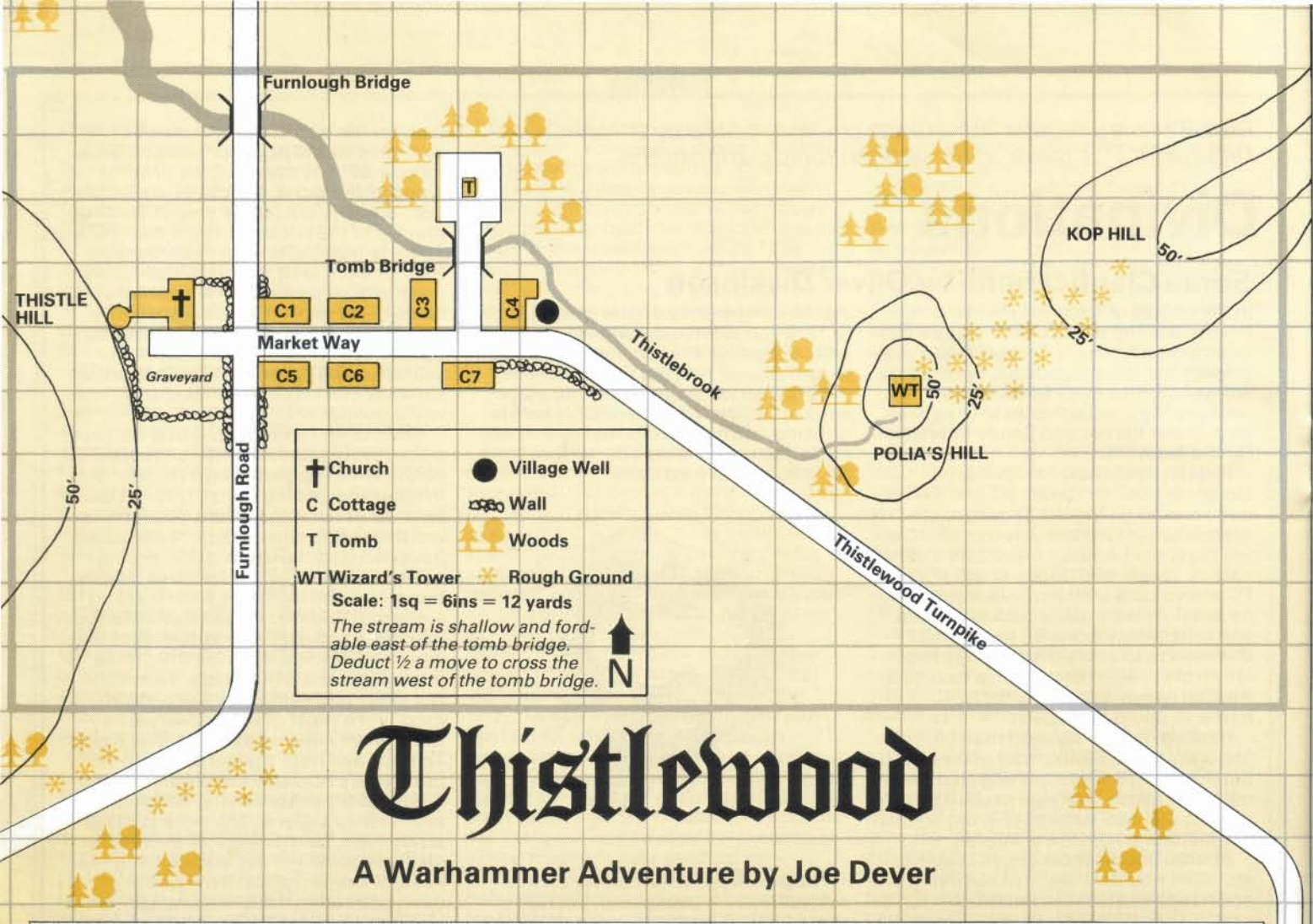
Ransoms. I commented that not all characters had ransoms stated. Greg replied that ransoms were very important, for life was still worth much if someone would pay your ransom. Since no one will pay the ransoms of some types of character, their lives are worthless, and this is a handy way of alerting players to the social status of their PC's. There is nothing to stop them banking their ransom with their cult, even if lay members, of course; but it means laying aside a tidy sum – I doubt if anyone would bother trying to collect less than 200L.

Slaves. The figure of 0L for Dragonewt slaves is correct; it signifies that no one will buy one.

Truestone. I commented that Gareki's piece [p100] seemed wildly undervalued on the scale suggested on p169, and that in other sources [eg *Cults of Prax*] it also seemed to fluctuate wildly. His reply is worth quoting extensively: 'Truestones have aroused much curiosity, desire, and error. Much of it is because people forget that the incidents shown are always subjective. I wish I had included Biturian's accounting sheet because that would have underlined his dilemmas throughout the whole saga. Truestone is a very, very rare and valuable commodity. To most of the known world there is only one source of it, The Block. To have and hold a piece of it is something really rare and extraordinarily fortunate: it is not something which is available to anyone. The price is *excessively* high, but no one (not even temples) can afford to *buy* such a thing; its value is beyond price! Why doesn't everyone run to the Block and gather it up? Because the Block is a holy place to the Storm Bulls, who believe that removing a single piece of the rock is endangering the world by lightening the load which holds down the Devil. Merchants visit there and often try to buy or steal chips of the stone, but the Storm Bulls are not always dummies. However, if approached properly they can often be amused, entertained, or otherwise manipulated into distributing their sacred treasures. Biturian was very fortunate, and I regret not making his overjoyed feelings more visible; he left the Block a very rich man. You should understand that the Storm Bulls recognised Morak for what he was, a son of the Storm Bull; that is why they traded the rocks to Biturian.'

The Wind Sword. Although Humakt has formally severed his links with the Air Gods, any Humakti Runemaster would be very glad to own this weapon, and would probably ask to be given it and demand the right to fight for it if refused. Note that the Rune spells stored in the sword's Truestone are *not* renewable; this is an error [*Wyrms Footnotes 13*, p2]. The number of Rune spell points must indicate the capacity of the Truestone, but only Llankor Mhy specialists could discover this.

I should be interested to hear if anyone has succeeded in recovering the *Wind Sword*, but frankly I doubt whether anyone but a Rune Lord-Priest of very high standing would be allowed to retain it; any ordinary Lord or Priest would surely be expected to hand it over to the cult, for presentation to some budding hero, as happened to a Humakti Initiate I know who recovered the Sword of Yahkkerpuhppie from Duck Tower.□



Thistlewood

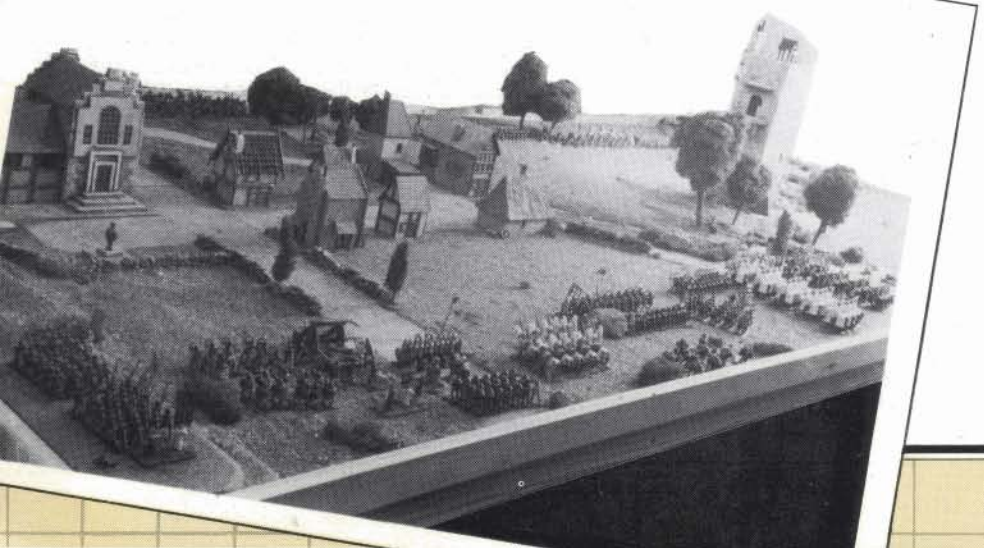
A Warhammer Adventure by Joe Dever

Introduction
This scenario is designed as a Warhammer mass battle adventure for 2, 4 or 6 players plus one umpire. The ideal playing area is eight by four feet in size (an average table-tennis table) but this can be reduced so long as the relative positions of troops and scenery remains the same. *Dungeon Floorplans* should be used when fighting occurs within buildings. It is recommended that an area away from the main table is used to resolve this sort of action. When figures enter buildings on the table, transfer them to the floorplans and resolve searches and encounters there. Each player can position any or all of his army up to 12 inches away from his baseline at the start of the game, anywhere along its entire length. If reserves are being held back for use later, the player must inform the umpire at the start of the game exactly which game move and area of the table he wants them to enter. They may only enter on the player's baseline.

Scenario. Foro Malas, an accomplished thief of a foreign guild, has successfully stolen the legendary golden chalice of Landemar, reputedly the most securely guarded treasure of King Amias' rich kingdom. The King has mobilised his army to hunt and capture the thief and to restore the holy relic to the cathedral altar before the news of its disappearance becomes widespread. From snatches of information the King has deduced that the thief is in hiding in the small northern village of Thistlewood.

Lord Vassago, evil necromancer and ruler of the King's neighbouring Northlands, has learnt of the theft and is anxious to intercept the thief on his flight from the King. He has also discovered that Foro Malas is in hiding in Thistlewood and that the King is less than one day away, but Vassago is determined to capture the chalice despite the risk of a costly battle. The relic is reputed to have great magical properties; should it fall into the hands of Vassago the security of the entire kingdom would be jeopardised as he would be able to command great power and influence over its populace.

King Amias' Army prepares for battle.



Victory objective. The objective of the game for both players is to locate the chalice and return it to their baseline. The first player to do so is the winner.

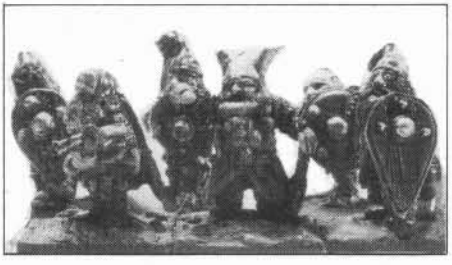
Army Lists. The figures shown in brackets after the character or unit denote the recommended number of figures used in the game. Dependent on how many figures are available to you, choose one of the recommended game sizes (Skirmish Level, Engagement Level, Mass Battle Level) and field the troop totals shown by the respective number eg: if you decide to play Thistlewood as an Engagement Level action, then the number of figures needed for play are those shown as the middle total in parenthesis. Obviously, for the purpose of game balance it's essential that both players decide on the same level of action.

King's Army

Background.
The lawful good feudality of Amias' kingdom is characterised by its rigid class structure and strong code of chivalry. Honour is more important than

Left: King Amias. Below: Loyal Dwarves. Below Right: Galen's heavy cavalry charge through and scatter a line of vile Rune orcs, as a wyvern swoops in for the kill in the distance.

All figures in the photographs are from the collections of Gary Chalk, Joe Dever and Gary Keep.



any other value and the conduct of noble and common soldier alike is judged by the church and its holy order of fighting clerics – The Knights of the White Lord. Although relatively stable and civilised in comparison to neighbouring states, the kingdom is large and fragmented, with many areas dominated by Barons aligned against each other, all resisting the King's attempts to bring about strong central government. Through the unifying influence of the church, the King had hoped to subdue the Barons and achieve his ambition of 'One King, One Land'. The chalice symbolises the power and dominance of the church. Its theft and possible acquisition by the enemy will undermine the King's efforts to unite his land. Chaos will prevail as the Barons fight for power, and in the midst of this Civil War, Vassago and his dark minions will await their opportunity to invade and conquer. Because of the need for secrecy and swift action, only a small but elite fraction of the army have been mobilised in time to march north to Thistlewood. All are loyal and sworn to silence about the nature of their mission.

Thistlewood. This sleepy little northern border town owes its allegiance to Baron Galen, a loyal and courageous noble. The mayor of Thistlewood is a wizard by the name of Polias, who resides in a tower to the east of the town. Although magic is treated with suspicion and contempt in the kingdom, old Polias is respected and loved by the townsfolk as his arcane skills have on many occasions defended them from bandit raids and plague. The population number roughly sixty of which 65% are women and children.

Special Notes. King Amias, Baron Galen and Bishop Milendon are all immune to the effects of *Fear* and *Terror*. The King possesses an enchanted blade that gives +2 to strength and counts full effect against Undead, Gods and Demon types. Baron Galen suffered a serious head wound several years ago that sometimes affects him in combat. When involved in base-to-base combat throw % dice and consult the following chart prior to making a throw to hit:

1-10	Double Vision	-6 to weaponskill
11-17	Nausea	-4 to weaponskill
18-25	Dizziness	-2 to weaponskill
26-76	No Effect	
77-84	Weakness of Arms	-1 to strength
85-90	Weakness of Legs	½ Move for 1d6
91-95	Enraged	+1 to strength
96-00	Berserk!!!	+2 to strength

If Galen goes berserk, he will attack friend and foe alike for 1d6 rounds, during which time he is controlled by the umpire. When the effect wears off he will collapse unconscious for 1d6 rounds.

King's Army List

Character/Unit	*No of Figures*	*Move*	*WS*	*BS*	*Strength*	*Toughness*	*Wounds*	*Initiative*	*Attacks*
King Amias	(1- 1- 1)	3	10	6	3	C	4	10	2
Baron Galen	(1- 1- 1)	3	8	4	2	B	2	8	2
Imperial Guard	(3- 5-10)	3	6	4	2	B	2	6	1
Royal Centaurs	(3- 5-10)	8	3	4	3	C	2	3	2
Kings Pikes Regt	(10-15-20)	3	4	3	2	B	1	3	1
Kings Sword Regt	(10-15-20)	3	4	3	2	B	1	3	1
Kings Mace Regt	(10-15-20)	3	4	3	2	B	1	3	1
Loyal Half-Elves	(10-15-20)	4½	4	5	2	B	1	6	1
Loyal Dwarves	(10-15-20)	3½	4	3	2	C	1	2	1
Galens Cavalry	(10-20-30)	8	4	4	2	B	1	3	1
Bishop Milendon	(1- 1- 1)	4	6	4	3	C	4	14	3

Mastery Level: 4
Constitution: 23
Spells: Level 1: *Cure light injury, blessing* x 2, *flight, gift of tongues, aura of mighty resistance.*
Level: 2: *Telepathy, aura of steadfastness* x 2, *hold door, mystic mist.*
Level 3: *Aura of invisibility, banish undead, invisibility, inspiration.*
Level 4: *Wall shaker.*
Talismans: *Silver Crucifix, Golden Horn of Power, Mace of the White Lord* (= +2 to hit, +2 to kill.)

NB: No more than 20% of total army should be armed with missile weapons.

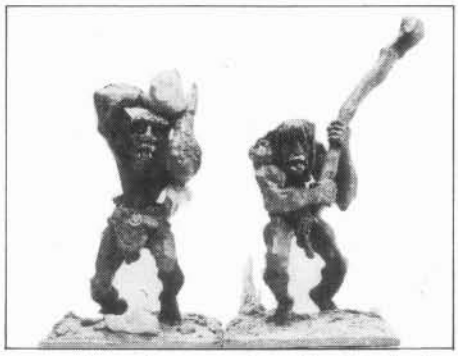
Lord Vassago's Army

Background.
The area over which Lord Vassago claims sovereignty is a bleak, inhospitable wasteland sparsely populated by feuding tribes of orcs and goblins. To the dwellers of the rich southlands, the inhabitants of the north are but legend with which to frighten wayward children.

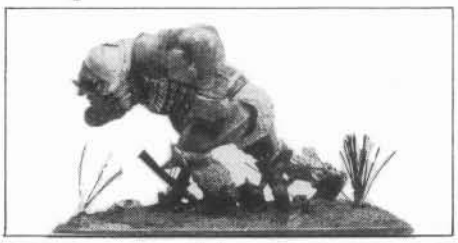
Right: Trolls. Left: Vassago's personal standard. Below: N'aarsh.

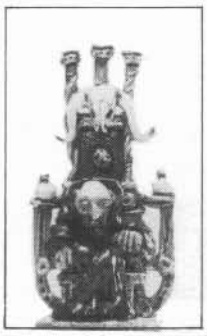
The tribes of the goblin races are the scattered remnants of a destroyed army that once threatened the Kingdom thirty years ago, when an evil wizard called Vassago attempted to invade and contaminate the rich farmlands of the south. His defeat was ignominious and total, his army was destroyed and his arcane powers faded. Bitter and humiliated by defeat, he swore revenge on the King.

Through the practice of vile and unspeakable ritual his skills slowly returned until exactly one year ago, the Ceremony of Utter Degradation deep within his Temple of Death brought an end to his life and a beginning to his existence as a lich undead. Since that fateful night, Lord Vassago has amassed a powerful bodyguard of undead and begun his reclamation of the Northlands. Several Orc tribes, fearful of his terrible



power, have been enslaved to his dark cause. A patrol of Vile Rune orcs, the largest tribe under Vassago's control, captured two humans in hiding near the border of the Kingdom. Before their deaths under torture they revealed their part in the plot to steal the chalice, the whereabouts of their accomplice Foro Malas, and the close proximity of the King's Army. To kill the King and capture the famed chalice of Landemar would indeed be a most fitting revenge for Vassago.

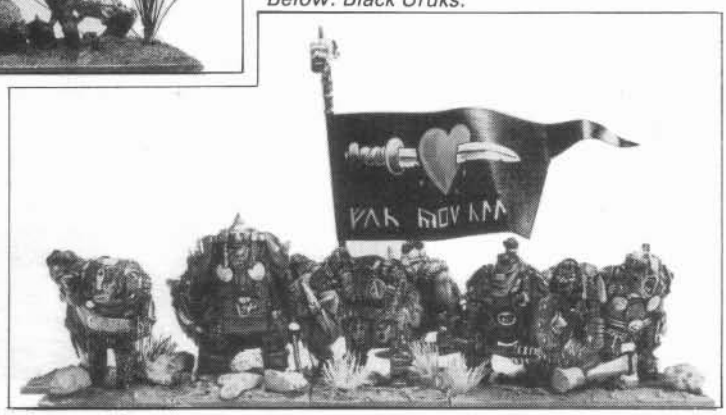




Special Notes. N'aarsh is an armed undead champion Spectre. He controls the skeletons and must be within 12" to operate them. He uses a poisoned two-handed weapon which causes *paralysis*, as does his touch. Ugrash-Ka is the hill giant leader of the Vile Rune tribe of orcs and is subject to *Frenzy*. A bitter feud exists between Ugrash-Ka and the trolls. Unless they remain at least 24" apart they will attack each other, even if it means breaking off combat with the enemy to do so! The Vile Rune Orcs will not attack a unit unless they outnumber it by at least 1½ : 1. They will attack elves in preference to other troop types. The Black Sun Goblins are subject to *Terror* if within 24" of wyverns, who inhabit the same mountain region as the goblins where they are their main source of food and recreation. The Black Uruk orcs are an elite fighting orc tribe who will attack dwarves in preference to other troop types. The Pack Wolves are semi-intelligent – an independent unit under Vassago's control. They will attack horses in preference to other troop types.

Lord Vassago controls his personal bodyguard, the ghouls. They can operate up to 48" away from him. Vassago has the ability to *raise dead* (2nd Level Necromancy Spell) within the boundary of the Church graveyard.

Left: Ugrash-Ka. Below left: Wizard Polias. Below: Black Uruks.



Vassago's Army List

Character/Unit	*No of Figures*	*Move*	*WS*	*BS*	*Strength*	*Toughness*	*Wounds*	*Initiative*	*Attacks*
N'aarsh	(1- 1- 1)	3½	8	5	2	E	3	9	2
Ugrash-Ka	(1- 1- 1)	6	3	3	4	D	4	3	2
Wyvern	(1- 1- 2)	4	5	-	5	E	5	2	2
Trolls	(2- 3- 5)	6	3	-	4	B	3	1	3
Black Uruks	(5-10-20)	4	4	3	2	B	1	3	1
Vile Rune Orcs	(30-40-50)	3	3	3	2	B	1	2	1
Black Sun Goblins	(30-40-50)	3	3	2	2	B	1	2	1
Skeletons	(10-20-25)	4½	2	2	1	B	1	2	1
Ghouls	(5-10-15)	4	2	-	2	C	1	1	2
Pack Wolves	(10-20-30)	9	3	-	2	B	1	2	1
Lord Vassago	(1- 1- 1)	4½	8	1	3	E	4	10	2

Mastery Level: 4
Constitution: 19
Spells: Level 1: *Raise recent dead, curse, detect hidden doors, flight, wind blast.*
Level 2: *Blood lust, cause severe wound, cursed repugnance, banish undead* x 2.
Level 3: *Create zombie, inspiration, invisibility, summon undead.*
Level 4: *Restore life, blast.*
Talismans: *Hell Knife, Darkstone, Sceptre of Power* (over orcs/goblins/trolls) Range – 12".

NB: No more than 25% of total army should be armed with missile weapons.

Umpire's Guide to Thistlewood

Thistlewood Church. The town priest is in the tower. He will throw holy water at anything entering the trapdoor, which is the only entrance. Holy water causes two wounds to undead. He will leave with the King's men but will fight to the death any of Vassago's army:

Priest Varlie

Move	*WS*	*BS*	*STR*	*Toughness*	*Wnds*	*Initiative*	*Atks*
4	2	2	2	B	1	3	1

A concealed trapdoor under the altar leads to the church crypt. Gold plates, silk robes and a gold chalice (not the chalice of Landemar, all worth C250) have been hidden inside an altar cloth amongst a pile of books in the SW corner. The northern wall of the crypt has an ornate arched portal. This will *teleport* anyone passing through it to the tomb of Lord Pellion.

Tomb. Strength value 4 (two men) will move the tomb cover. Underneath is a drop of 4ft to a sarcophagus with Lord Pellion inside, former Baron of the area. The lid of the sarcophagus is 3ft above the floor, total height of the tomb being 7ft. In the western wall of the square tomb is an ornate arched portal which will *teleport* anyone passing through it to the crypt of the church. The sarcophagus can be easily opened to reveal the remains encased in armour. Beside the corpse is a valuable ornate sword. This is a cursed sword (-2 to hit and to kill) that was responsible for the Lord's death. It glows bright green when held and will attract *all* undead to itself when glowing (up to a range of 60"). All undead will ignore their controller's commands and head for the sword, attacking all who come in the way. The sword cannot be dropped until it draws blood, which will deactivate the curse for one day, and its abnormal weight halves the wielder's movement and makes use of a shield impossible. Attracted undead will try to impale the sword-holder upon the cursed blade to order to break the effects of the curse upon them. Undead cannot activate the curse. All peasants in the town are aware of the legend and curse of Lord Pellion's Sword.

Cottage No 1. Contains 6 peasants who will try to repel any of Vassago's troops, with improvised weapons. Average rating:

Peasants

Move	*WS*	*BS*	*STR*	*Toughness*	*Wnds*	*Initiative*	*Atks*
5	2	1	2	B	1	1	1

Cottage No 2. Holds 8 peasants preparing to leave; each has an average of C5 in cash. They will accompany any King's men evacuating them, and will rout from any of Vassago's troops.

Cottage No 3. Thistlewood General Store. Ground floor contains hardware, clothing, food and provisions. All doors are barred and need strength 8 to break. A trapdoor behind the counter leads to a cellar where 1d4 x 4 women and children are hiding. The storekeeper will defend them to the death against Vassago's troops.

Mallin

Move	*WS*	*BS*	*STR*	*Toughness*	*Wnds*	*Initiative*	*Atks*
5	3	3	2	B	1	4	1

Cottage No 4. Behind this dwelling is a small blacksmithy. Inside, above the fireplace, a large painting depicts the death of Lord Pellion. It shows a plate armoured knight being slain by skeleton warriors, whilst the ghostly outline of a demonic hand holds the blade of his sword preventing him from striking back at his attackers. The shield motif is identical to an embossed crest on the lid of the tomb. The two occupants of the cottage will surrender to either side without a fight. They will only explain the picture if asked directly about it. In a wardrobe upstairs hides their small son.

Cottage No 5. 12 peasants, armed with improvised weapons. The doors are barrackaded – strength value 8 to break down. They will aid the King's men and will fight any of Vassago's troops that attempt entry.

Cottage No 6. In disarray, shows signs of a hasty evacuation. Trapdoor leads to a wine cellar containing a vicious dog that will attack anyone attempting to enter:

Mad Dog

Move	*WS*	*BS*	*STR*	*Toughness*	*Wnds*	*Initiative*	*Atk*
9	2	-	2	B	1	3	2

Cottage No 7. Just inside the front door lies the cold and stiff body of a male villager, stabbed to death. Lying face down on the stairs is the body of a female villager, killed by a crossbow bolt. The furniture has not been disturbed and there are no signs that a search has been made. Upstairs behind a bed cowers a frightened teenage girl. She saw the murder of her parents by a human stranger who entered their cottage at dawn demanding food and shelter. He had a foreign accent, darkly tanned skin, a small red velvet sack, a curved dagger and a light crossbow. The village alarm bell was sounded shortly after he entered the house, which panicked the stranger and a struggle ensued between him and the girl's father. She saw the stranger opening the trapdoor to the cellar, and close it after him. He did not take the small red velvet sack with him. Foro Malas is hiding in the cellar. He will fire his crossbow at anyone that enters:

Foro Malas

Move	*WS*	*BS*	*STR*	*Toughness*	*Wnds*	*Initiative*	*Atk*
5	8	8	2	B	2	8	1

He has hidden the chalice in the fireplace of the ground floor. He will not reveal its location unless tortured or *charmed*.

Wizard's Tower. A ladder to a door on the west wall of the 1st floor is the entrance. There are four levels to the tower:

Ground Level. Large storage area with barrels, packing cases, sacks of food and provisions. Access is via a double trapdoor with a winch device on a beam above it.

1st Floor/Access Level. Large open entrance hall with ornate tapestries on all walls. An old man in blue robes lies dead at the foot of the stairs to the next level. In his right hand is some chalk with which he has scrawled the letters *MALAS* on the stone floor.

2nd Floor. Kitchen and dining area. The remains of two meals still lie on the large oak table. Stairs lead up to the next level.

3rd Floor. The living quarters of Wizard Polias, the owner. An ornate throne stands in the NE corner surrounded by the paraphenalia of one who practices the arcane arts. A large double bed occupies the SW corner next to a large bookcase of ancient tomes. A writing desk next to the fireplace on the north wall contains several documents. A thorough search of these papers will reveal a letter from Foro Malas confirming his intended visit to the tower. He claims to be an accomplished mage of a foreign land, on his way home after a successful tour of the Kingdom. Polias had discovered the thief after dinner the previous evening, when he had sneaked a glimpse into the red velvet sack. Foro Malas, murdered him and fled the tower at dawn.

Tower Roof. Open stone watchtower roof with a trapdoor leading to the 3rd Floor.

Village Well. Contains a +1 to hit broadsword wrapped in chamois leather in the well bucket. This has been hidden there by a villager before he fled.

Advice to Umpire

Read *all* sections of the scenario and familiarise yourself with the backgrounds of both sides. Each player must remain unaware of the village details and the search progress of their opponent. It is best that all information regarding spell use, questions relating to search and encounters inside buildings with non-player characters be given to the players as a written note or discussed in private. Maintaining suspense guarantees a very enjoyable game for everyone.

Buildings can be bought or scratch built from card or plastic, trees and hedges from lichen and twigs, and inexpensive stream sections, bridges, and walls are available from the *Bellona* range of wargame accessories.

If the figures recommended in the army lists are unavailable to you, total what troops you do have and make up two roughly equal sides based on the relative strengths of the troop types involved.

Figure Recommendations

The King's Army		
King Amias, Baron Galen	Any two of the *Citadel* boxed set *Goodly Knights of Law*	
Imperial Guard	*Citadel*	C38/3b
Royal Centaurs	*Asgard*	FM21
Kings Pikes	*Citadel*	C37/1e
Kings Swords	*Citadel*	C37/1a, or *Chronicle* CF5
Kings Mace	*Citadel*	C37/2a
Half-Elves	*Ral Partha*	PO2/3d
Dwarves	*Citadel*	CO6/1a-d
Galens Cavalry	*Citadel*	C39/1d
Bishop Milendon	*Citadel*	C03/1b
Vassago's Army		
N'aarsh	*Citadel*	CO1/4a-d
Ugrash-Ka	*Ral Partha*	P11/1d
Wyvern	*Citadel*	C30/1d
Trolls	*Citadel*	C20/1a-d
Black Uruks	*Chronicle*	CM9
Vile Rune Orcs	*Citadel* ranges	C15/C16
Black Sun Goblins	*Citadel*	C13/1a-f
Skeletons	*Citadel* Complete range	C17
Ghouls	*Citadel*	C18/1d
Pack Wolves	*Ral Partha*	P15/4g
Lord Vassago	*Citadel*	C18/1a, or *Chronicle* CM12

CONFIDENTIAL FOR EYES ONLY

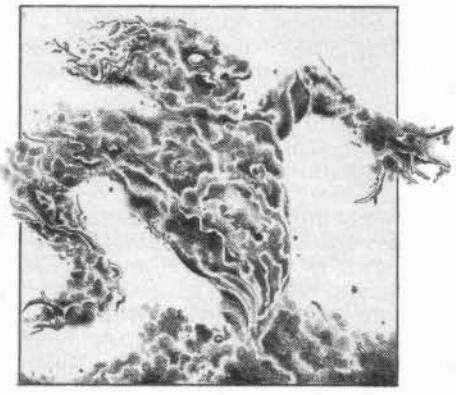
Fiend Factory *is a regular department featuring readers' monsters for* D&D *and* AD&D, *edited by Albie Fiore.*

Plane Speaking

D&D and AD&D creatures from the Elemental and Para-Elemental Planes

SAND DEMON
by Alan Craddock

No Appearing: 1-3
Armour Class: 0
Movement: 24"
Hit Dice: 5d8+1
Treasure: Q and X in lair only
Attack: 2d6 plus special
Alignment: Neutral
Intelligence: Low



Sand demons, or dust scurries as they are sometimes known, are para-elemental beings from the Plane of Dust. Though rare, they are most commonly found in arid deserts, near mines and pyramids, or billowing along sand-filled corridors in underground caverns and dungeons. They choose these locations as they are most comfortable here, as well as being assured of encountering magic to which they are attracted.

When attacking, they form whirlwinds akin to those of djinni but only take two melee rounds to form and to dissipate. Their 2d6 points of damage is inflicted by the abrasive qualities of the whirled dust and sand particles. Any being within 20' of such a whirlwind not covering their eyes will be blinded for 2d4 rounds. The whirlwind will also disperse any creatures in gaseous form within 20'. It will also etch such surfaces as glass, crystal and even soft metals giving them a 'sand-blasted' effect.

Sand demons also have some magical abilities. They may create *gust of wind* (as a 5th level magic user) twice per day, and *heat metal* (as the spell) once per day. These are inherent abilities and may be used at any time by the beast, even when in whirlwind form. Sand demons also have a 'mirage creating' power which they use to attract prey. Mirages may only be used outdoors, in hot climates, and usually take the form of oases, ruins or even piles of treasure. (Treat as *hallucinatory terrain* as cast by a 6th level illusionist, though the sand demon may use the power at will.)

In addition to their whirlwind form, the sand demon can assume a rough humanoid shape for only short periods of time as they gradually lose the cohesion necessary to maintain it. Its most common form is that of a 10-15 foot high, shifting eddy of dust, sand, leaves and small twigs.

Due to their aerial nature, sand demons may only be hit by magic weapons and are only affected by the following spells: *dispel magic* and similar spells which will act as a *slow* spell on it; *weather summoning* which will drive the demon back to its para-elemental plane; and *control winds* which will bring the creature under control for as many melee rounds as the number of turns/level the spell would normally have effect (for example, a 10th level druid could control the creature for a full turn).

FIRE TONGUES
by Alan Craddock

No Appearing: 1 (or 1-4)
Armour Class: 4
Movement: 12"
Hit Dice: 4d8
Treasure: Nil
Attack: 2d6 burn plus special
Alignment: Neutral (evil tendencies)
Intelligence: Semi-

These strange, rare beings are lesser creatures of the Elemental Plane of Fire. They generally appear as dancing tongues of fire, hence their name, and can range from small (4") to medium (man-sized) in size. They roam the Prime Material Plane, delighting in setting alight combustibles or giving creatures a swift burn and then darting away.

Fire tongues have certain inherent abilities due to their magical nature. They may *affect normal fires*, as per the magic user spell, at will. They may also alter their appearance to form spheres of light similar to those of will o'the wisps, or to the form of a faintly glowing, vaguely man-shaped being. If a fire tongue hits its target on two or more consecutive melee rounds, anything on the target that is combustible will ignite. (Note the effect of this on non-magical clothing — treat as an additional 1-3 points of damage per round if the clothing fails a save versus fire.)

Being elemental in nature, these creatures can only be harmed by certain spells and by +1 or better magical weapons. Spells with a fire based component will do no damage while water based spells will only do half damage as the creature's intense heat will turn most of the water to steam before it can do any damage. Cold based spells will do double damage, and all other spells do normal damage where applicable.

The fire tongue can detect invisible creatures 75% of the time due to changes in the air pressure affecting its flickering form.

When reduced to zero or fewer hit points, a fire tongue explodes as a 3 hit-dice *fireball*, causing damage to all within 10' radius (normal saving throw applies).

It is believed that these fiery creatures were brought about by high level experimentation by magic users, and gaining freedom have since found their place in the scheme of things on the Prime and Elemental Planes. They are often found in the service of fire elementals, efreeti, or high level magic users and druids.

SERVANTS OF THE FLAME
by Alan Craddock

No Appearing: 4-16 (10-100 on Plane of Fire)
Armour Class: 5
Movement: 15"
Hit Dice: 2d8+2
Treasure: 2-5 gems in lair
Attack: Two claws for 1d4 each, and bite for 1d6
Alignment: Lawful (evil tendencies)
Intelligence: Low

These fiery creatures appear as 4' tall, hairless monkey-like beings with large flame red eyes and clawed hands. If encountered on the Prime Material Plane, licks of flame can be discerned running along the legs and backs of the creatures.

Servants of the flame, or fire-monkeys as they are sometimes known, normally dwell on the Elemental Plane of Fire, where they act as servitors, subservient to beings such as efreeti, fire elementals, and even salamanders.

They are very rarely encountered on

the Prime Material Plane where they most often act as servitor/guards to greater fire creatures, though they are occasionally used (much in the same way as mephits) as messengers.

When encountered on the Plane of Fire, they are much more numerous and common, for here they are the equivalent of serfs, and all the menial tasks fall to them.

If pressed, or encountered on guard, the fire-monkeys will first dispatch a messenger to alert their masters and other outposts before rushing to the attack. They attack with their clawed hands and their jaws. Part of the damage they inflict is from their fiery bodies, so if the victim is protected from fire, subtract one spot from each damage roll, (to a minimum of one).

For every 10 of these creatures encountered, there will be a stronger leader-type with 18 hit points (attacking as a 3 hit-dice monster) and Armour Class 4.

For every 50 of these servants encountered, a 'greater servant' or pyro will be present. These have 22-24 hit points, AC3, and attack as a 4 hit-dice monster. Pyroes are able to cast *flame* equivalent to a *burning hands* spell causing 4 hit points of damage to any creature in a 120° arc extending for 10' in front of the pyro. They may use this power twice per day and it is evoked by will only, it does not have to be concentrated upon as would a spell.

Normal weapons will harm these fiery spirits as will most offensive spells, excepting those of a fire-based nature. Cold based attacks will do double damage.

Servants of the flame appear to have their own language, for it is obvious that they communicate, but whether by physical signals or patterns of flame on their bodies is unknown, for they are completely silent.

It is said that these creatures were formed by Imix, the Evil Lord of Fire, as he was desirous of slaves to carry further his insidious schemes and designs against Olhydra.

Fire monkeys are generally black or dark tan in colour with reddish orange flames running along their back and limbs. Eye colour is predominently red, though a small percentage have yellow eyes. Pyroes are lighter in colour for the most part, shading through the tans, and their eyes are orange-red.

ELEMENTALS OF THE PARA-ELEMENTAL PLANES

by Jason Micklewright

	Dust	*Heat*	*Ice*	*Vapour*
No Appearing:	1	1	1	1
Armour Class:	2	2	2	2
Movement:	15"	36"	6"	24"
Hit Dice:	8, 12 or 16d8	8, 12 or 16d8	8, 12 or 16d8	8, 12 or 16d8
Treasure:	Nil	Nil	Nil	Nil
Attack:	See below	See below	See below	See below
Alignment:	Neutral	Neutral	Neutral	Neutral
Intelligence:	Low	Low	Low	Low

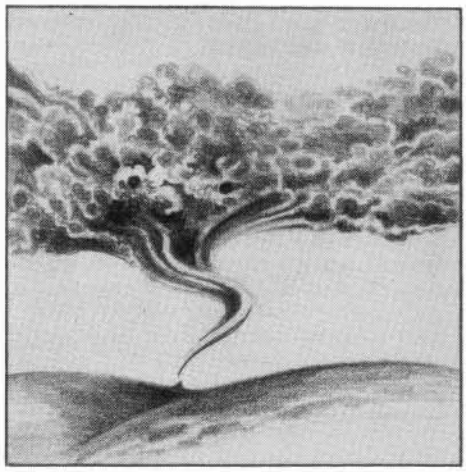
General Notes

These elementals conform in most ways to other elementals. They can only be hit by +2 or better weapons and may be *conjured* or *summoned* as any other elemental. For the purposes of the 5th level magic user spell *conjure elemental*, material components for each version of the spell are as follows:

Dust elemental — dry sand
Heat elemental — igneous rock
Ice elemental — cold water
Vapour elemental — hot water

DUST ELEMENTAL

Dust elementals appear as large (15' tall and 5' diameter) pillars and rotate about a central axis. They have one attack per round for 2d10 points of damage and any victim must also save versus petrification or be blinded for 1d6 rounds. If any creature is hit 3 times in succession, they must save versus poison or choke to death in 1d4 rounds due to the inhaled dust.

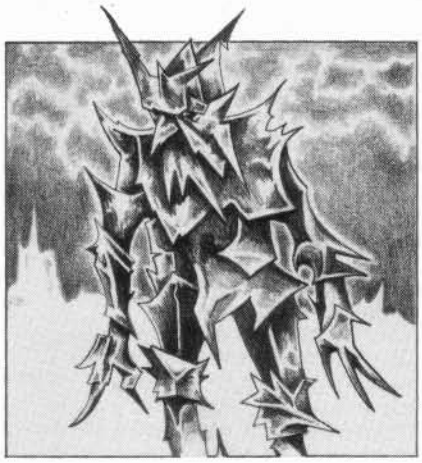


HEAT ELEMENTAL

These elementals appear as a mass of air shimmering with heat. They attack once per round with a hot blast concentrated on one target and doing 3d10 points of damage due to the stifling heat. A heat elemental cannot pass through anything cold but melts ice at the rate of 10 cubic feet per round for each hit dice it possesses.

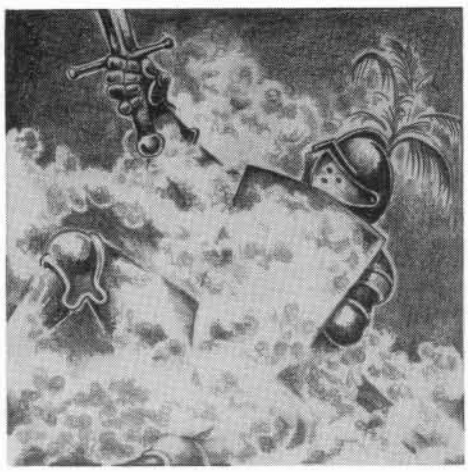
ICE ELEMENTAL

An ice elemental is humanoid in shape but is made up of many jagged pieces of ice. Because of this their fearful attack, once per round, inflicts 4d10 points of damage. Also, there is a 1 in 6 chance that when a hit is made a jagged fragment of ice will break off and remain in the victim doing 1d4 points of cold damage per round for 5 rounds or until it is removed or melted.



VAPOUR ELEMENTAL

This elemental is a billowing cloud of steam which has one attack per round doing 3d8 points of damage. Also, a save versus breath weapon must be made (at −2 if wearing bulky armour or equipment) or the victim will fall unconscious for 2d4 rounds due to the dense, almost unbreathable air in the elemental's vicinity.□



Elemental Items

by Daniel Hooke

Treasure Chest *is a regular department for* D&D *ideas. This issue we have a collection of Magic Items for use with this issue's* Fiend Factory. *The Magic Items for summoning the* Fiend Factory *para-elementals and their cursed counterparts are*:

Bellows Commanding Dust Para-Elementals
These bellows appear as normal leather bellows bound in brass, unless magic is detected for. It enables a magic user to summon a 9 hit dice dust para-elemental from that para-elemental plane. Dust must be poured down the nozzle, the bellows pumped nine times, and a command word spoken. If oaken ash is used in place of dust, the para-elemental will be of +1 on each hit dice.

Bellows of a Dust Storm
These bellows appear as those of commanding dust para-elementals. However, on the ninth stroke, dust will blast forth, blinding all those in a 1" radius, who fail their saving throw versus magic. It will blast uncontrollably for nine rounds, causing 2-12 hit points of damage per round, and force any who haven't already been blinded to save versus magic each round, or be blinded. The blindness can only be removed by the sight restoring spells. The bellows are AC 0, and take 9 hit points to destroy.

Crucible Commanding Heat Para-Elementals
This container appears as a large crucible not unlike those used by alchemists. If filled with igneous rock and heated, the command words need only to be spoken, and a 9 hit dice heat para-elemental will appear. If an *affect normal fires* is used to heat the crucible, the para-elemental will have +2 on each hit dice.

Crucible of Overwhelming Heat
This crucible appears as any magical or ordinary crucible. On heating, however, it will radiate heat which grows stronger by the round. The heat causes all those within 5' to take 1-4 hit points of damage, per round, cumulative, ie 1-4 the first round, 2-8 the second, 3-12 the third. On the fifth round, the heat effects those between 5' and 10' as it did those within 5'. On the tenth round it effects all between 10' and 15'. Attacks will be at -1 per round of being near the crucible. There is, after the first two rounds, a 1% cumulative chance that any within 5' will spontaneously combust, dying in four rounds. If the person is 'put out', he or she will have lost 1 in 4 of his or her hit points per round of being alight. This crucible takes 5 points of damage to destroy, and those wishing to strike it must hit armour class five and save versus breath weapons at -4.

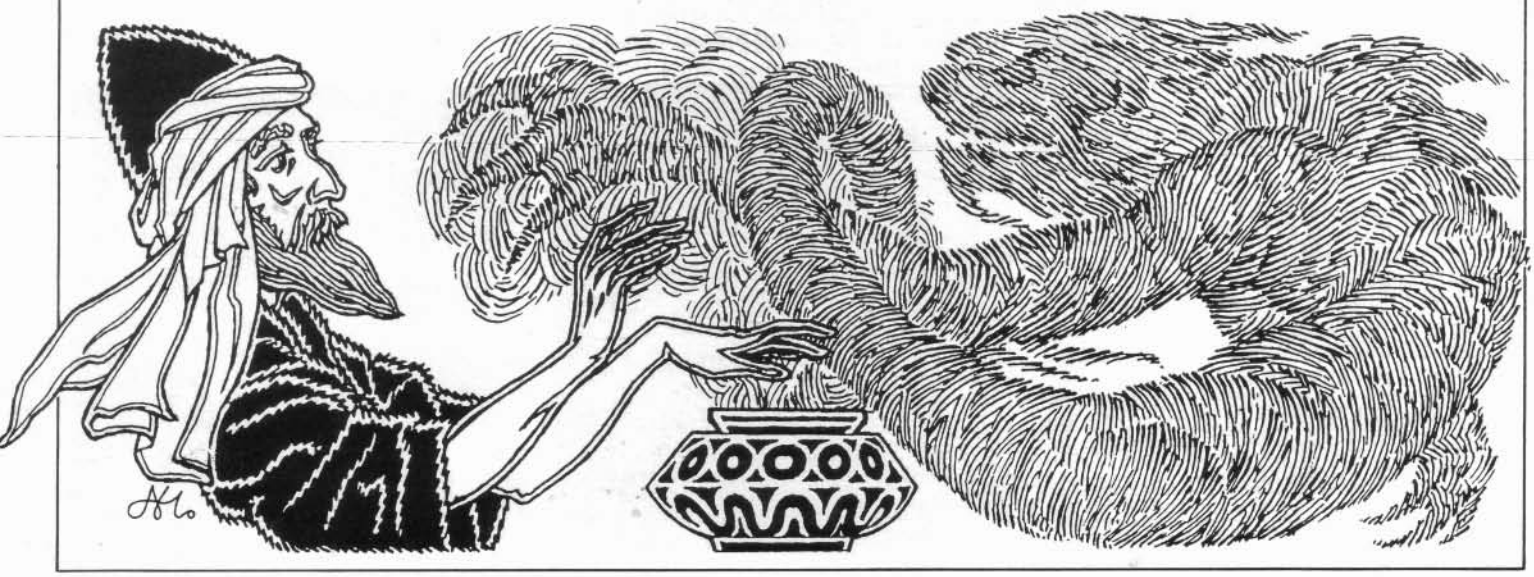
Crystal Commanding Ice Para-Elementals
This crystal appears as any gem stone. It is made of ice, although it will never melt. It emanates cold, and if held for more than a round, will cause its bearer to fight at -1. If the command word is spoken, and the crystal blown on, a 9 hit dice ice para-elemental will appear. If a *cold* spell is cast upon the crystal, just before summoning, the para-elemental will have +2 on each of its hit dice.

Crystal of Frostbite
This crystal appears as that of commanding ice para-elementals, except it is cursed. When it is blown on, it freezes itself to the bearer's hand. Only a *wish* or *alter reality* spell may remove the crystal, if cast within a round of grasping it. By three rounds, the whole hand will be frost-bitten. By a turn, the entire arm will be affected. After a day, the whole body will be a shade of blue, and forever cold. Because of this, the victim will lose two points of dexterity, fight at -2, and, any spells cast have a 10% chance of failure. Only direct intervention by the gods will rid the character of this frost bite. The crystal will disappear after two days.

Kettle Commanding Vapour Para-Elementals
This metal container appears as a normal kettle unless magic is detected for. When water is placed within it, boiled, and a stream of steam is issuing from its spout, at a command word, a 9 hit dice vapour para-elemental will appear. If *Sweet Water* is boiled, the para-elemental gains +1 on each hit dice, and will willingly obey its summoner.

Kettle of Obscuring
This kettle appears as any normal or magical kettle. On boiling water in it, steam will billow out, reducing vision to 2' in a 1" radius. There is a 1% chance per point of constitution below 18 for a character to fall unconscious for 3-6 rounds. At the same time 1-3 enraged vapour para-elementals will appear, and attack all the creatures within the steam cloud. The para-elementals will not return to their para-elemenal plane until the summoner has been killed, or, if he or she had sense enough to leave the cloud, everybody within the cloud has been killed.

Note: As with the elemental conjuring devices, and their cursed counterparts, these magical devices are only usable by magic users. See *Fiend Factory* for the para-elemental descriptions and see Elementals in the *Monster Manual* for other information.□



NEW MAGICAL EXPRESS

DO IT AGAIN
COMPETITION RESULT

The *Where Do They Do It* competition from *WD 42* brought in some consistently recurrent themes, such as:

Assassins do it from behind.
Thieves do it in the shadows.
Gnomes do it in the garden.

However, entries worth an honourable mention were:

White Dwarf does it once a month - Keith Sandle
TSR do it™ - a friendly lawyer
C&S players don't do it, they roll a dice instead - Andy Bennison
Wizards do it with crystal balls - Williams?
Gary Gygax does it all the way to the bank - Graeme Davis

The winner, with a nice pun and double meaning giving a subtle variation on a popular theme was:

Monks do it out of habit - Ted Day.

Ted receives the autographed set of *Fighting Fantasy Gamebooks*.

SILVER BEINGS

Orcs
PRODUCER: Asgard Miniatures
STARRING: OR17 Soldier Orc with Shortsword, Great Orc with Scimitar

This latest extravaganza from the *Asgard* studios stars a cast of thousands. After a slow build up through cave orcs, black orcs and greater orcs, the range reaches a fitting finale with the appearance of the wolf riders.

Chaos Marauders
PRODUCER: Citadel Miniatures
STARRING: Arralrack the Ogre Champion

This smash production from *Citadel* is the latest in the hit series of boxed *Personality Sets*. A sort of *Dirty Dozen* (less five), the cast of seven runs through the gamut of threatening poses from A-Z in fine style.

Heroic Adventurers
PRODUCER: Citadel Miniatures
STARRING: Redshirt the Wizard, Gorlan the Lawful Knight

This boxed *Personality Set*, a quick sequel to *Chaos Marauders*, is an all-star remake of *The Magnificent Seven* (plus two). These nine heroic characters are obviously destined to meet the *Marauders* in many adventures.

Broo
PRODUCER: Citadel Miniatures
STARRING: Two-Headed Broo, Bird-Legged Broo

A series of short features from the *Citadel* studios starring mutant and regular broo blister-packed in twos.

LIVE
WE'LL MEET AGAIN

DRAGONMEET '83
Westminster Hall, London

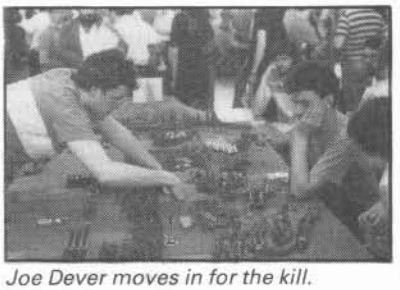
Take a day of sweat and swelter, cram over a 1000 gamesters into the cooler, add a fouled up PA system and you've got the recipe for the most successful *Dragonmeet* yet. Crazy but true. Despite the weather, everyone had a great time. The competitions all worked up to a breathless finale, and the encores continued through till 8.30.

The atmosphere was established early with the many trading stands hawking their wares, the Fanzine editors running riot as well as a stand, and the lead off games of *Warhammer, Traveller, Golden Heroes, AD&D, Laserburn*, and a host of other supporting acts including live combat from the warriors of *Treasure Trap*. The first big performance of the day came in the Painting Competition won by Duncan Probert with a little number of great power and delicacy entitled 'Menolly of Pern'. This was followed later in the day by the Official Dragonmeet '83 RuneQuest Competition staged by Simon Hill. Suddenly people were on their feet, urging the heroes to greater deeds, but none greater than the feat of Andrew Spears who won the competition. With adrenalin and coke flowing, the build up was just right for the Official Dragonmeet '83 AD&D Competition performed with panache by the Labyrinth Warriors. They were a new group at the Meet but went through their set in fine form sweeping their audience along with them until one, Robert Carver emerged as the winner.

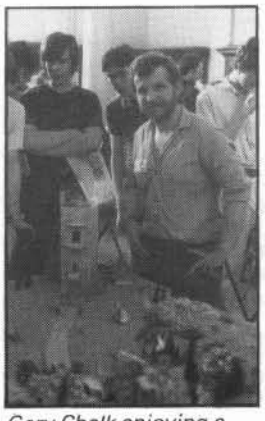
Dragonmeet '83 was a great day for hobby gaming and *Games Workshop*, the promoters, are already making plans for next year's Meet, probably at the same location.

Pete Tamlyn of Imagine *showing his true colours...*

Respected members of Fanzine editors' stand.



Joe Dever moves in for the kill.



Gary Chalk enjoying a game of Warhammer.

A refreshing end to the day for the organisers!

NEW RELEASES

REISSUE OF THE MONTH

DUNGEONS & DRAGONS BASIC SET: E. Gary Gygax & Dave Arneson (*TSR Hobbies Inc.*) This remix of the long-standing number 1 hit comes in flashy 10" red cardboard. With the words rewritten by Frank Mentzer, the set has a lot that's new to offer. Best track is 'Solo Adventuring' featuring a funky solitaire adventure. Exhilarating cover art is by Elmore: well, shake your money-maker, *TSR!*

HERO & VILLAINS

HERO OF WASHINGTON SQUARE: Rose Estes and VILLAINS OF VOLTURNUS: Jean Blashfield (*TSR Hobbies Inc*) These two are the latest in the *Endless Quest* series. They are both based on hit titles, *Hero*, featuring a be-bop grandma on the sleeve, is derived from *Top Secret* while *Villains* is out of *Star Frontiers*. Solo rhythyms for the young to pop their imagination to.

...AND NOW FOR SOMETHING COMPLETELY DIFFERENT

CALAMITY: Andrew LLoyd Webber (*Games Workshop*) This marks a new direction for the *Workshop* label with this latest offering from the productive pen of millionaire songwriter Andrew LLoyd Webber. Naturally, it's more in the classical mould than their usual offerings. Based on the world of high finance international insurance, it has one track that runs round the entire board, à la roots hit *Monopoly*. Sounds clichéd, but the groovy variations on movement and claim settling are sure to lure the audience into the world of high-finance risk-taking and back-stabbing. Could be the Christmas hit of the year.

NATIONWIDE MAG GUIDE

Next month, the *White Dwarf* show hits the road for a worldwide tour. The top ranking line-up includes (comic) strippers Thrud the Barbarian, The Travellers and Gobbledigook; Wordly Power — futuristic political sounds in the *Traveller* mould; a new act, Lew's Views from ace US supa-rapper, Lew Pulsipher; backing supplied by support groups Fiend Factory, Open Box and others; with the *AD&D* city/scenario Irilian building up to a really heavy metal finale! Not to be missed!

Super Mole

Welcome to the first in our new gossip column, the author of which, not unnaturally, wishes to remain anonymous. He shall be referred to only as Super Mole *– rumour monger extrordinaire!*

A few weeks ago, the Dwarfsters asked me if I would like to write a gossip column for them. Not being one to miss the chance of having a good snipe and spreading juicy rumours, I agreed. I mean, who could refuse the chance to write for *White Dwarf*? I asked for only two conditions: that I remained anonymous (I wouldn't want anyone to write nasty letters about me) and that I get a free ticket to *Dragonmeet* — "hit 'em where it hurts" is my watchword. Anyway, come July, I duly sashayed down to Central Hall, Westminster to check out *Dragonmeet '83*.

On a day hot enough to neuter an ice elemental, the masochistic FRP fans turned out in droves to cram themselves into the hall to experience the most successful *Dragonmeet* yet. Some 1,500 gallons of sweat were mopped up during the day and enough Coke cans were found to build a space shuttle!

Dragonsweat 83 was a who's who of role-playing: *Games Workshop's* own Fighting Fantasy Funboys Ian Livingstone and Steve 'Ask-me-any-question-you-like-about-Car-Wars' Jackson, smiled at everybody; Daniel Collerton, Phil Masters and Marcus Rowland were seen arguing at the *White Dwarf* stand about who had had the most articles published, with staff editor Jamie Thomson agreeing with all of them; Paul Cockburn, Mike Brunton and Pete Tamlyn were seen patting each other on the back in true *Imagine* style; Fanzine editors, including Ian Marsh and Mike Lewis of that wonderfully objective and impartial little 'zine *Dragonlords*, outnumbered gamers by about 30 to 1.

Treasure Trap showed us some real blood when one of their members decided to thrust his nose onto the blade of a steel sword. The competitions ran smoothly despite the fact that *inaudible glamer* had been cast on the PA and instructions were being barked out on a megaphone. (I mean, where did they dig up a megaphone, for crying out loud!) The proprietors of the trade stands all looked mildly embarassed strolling about with their pockets bulging with £5 notes. The last attendees finally wilted at 8.30pm, many then crawling away on all fours to the nearest pub for a session of that infamous RPG *Friday in Dundee*. I'm already looking forward to *Dragonmeet '84*.

So what else is happening? Well, *TSR* are doing a bit of summer pruning. 100 of their 300 plus staff have recently been told that they are no longer wanted and it's goodbye Lake Geneva for them. Also, Kevin Blume is now El Presidente of *TSR Inc*, replacing Gary Gygax who seems preoccupied with getting the *D&D* movie off the ground (Aerial Manoeuvrability Class E).

After no interest for several years, suddenly three companies are chasing the *Marvel* licence for a Superhero RPG. *TSR, Games Workshop* and *Mayfair Games* are all in the running, although *GW* are fed up with the delay and intend to publish their game, *Golden Heroes* without the *Marvel* characters. The game should arrive faster than a speeding bullet in the Spring of '84 and is designed by Simon Burley and Pete Haines.

And what's happening to *RuneQuest*? I couldn't believe that *Chaosium* were selling out, so I rang Greg Stafford and his chums in California and asked them what was going on. Apparently, they prefer being a design house. The excitement of printing, selling, credit control and other humdrum activities is too much for them, so they decided to sell the licence to *Avalon Hill*. The UK position is still a bit cloudy. *GW* currently manufacture *RuneQuest* under licence but Tom Shaw of *AH* is thinking of exporting the US version. A high export price and no *GW* support could spell the end of this great game in the UK, so watch out, Tom!

Have you seen the new *Dungeons & Dragons Basic Set*? The box has new artwork, is very pretty, and the rules are well written by Frank Mentzer. Funnily enough, the game is credited to Gary Gygax *and(!)* the almost-forgotten Dave Arneson. I wonder what the out-of-court settlement was? My beady eyes also alighted on the words *Set 1*. Will the revised *Expert Set* be Set 2 or will there be even more boxed editions of *D&D* for us to spend our shekels on?

Following the success of the *Endless Quest* books, again by *TSR*, there has been talk of a new series entitled *Heartquest* aimed at teenage girls who wish to find adventure and romance in a medieval fantasy world. Since the original *Silver Princess* module was censored, you can bet that the first in the series won't be called *Someday My Prince Will Come*.

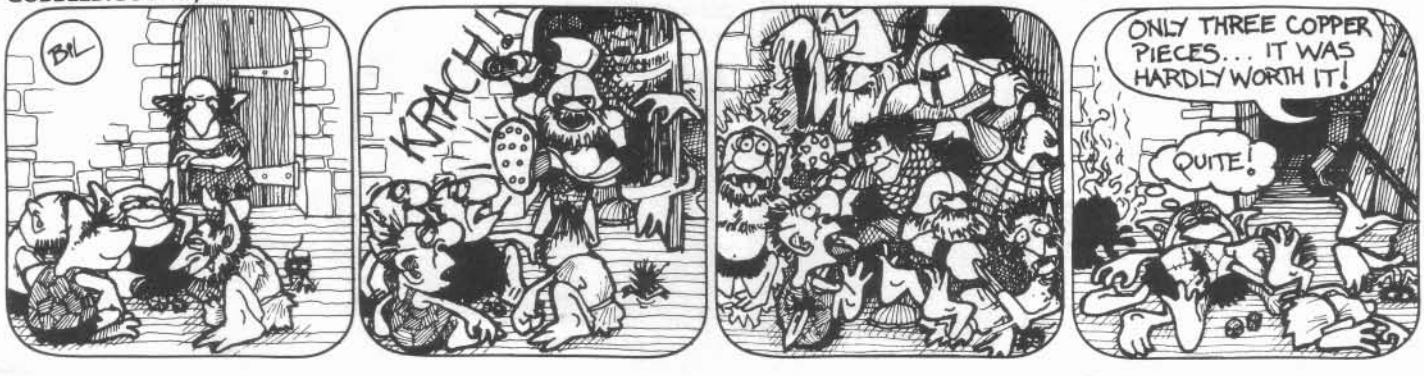
Talking of books, the *Fighting Fantasy Gamebooks* published by *Puffin* now occupy places 1,2 and 3 in the UK children's best-sellers list and have sold over 350,000 copies. Numbers 4 and 5 are also due out in September. I could have had lots of fun asking the authors embarassing questions about their royalty checks if they'd been around, but Ian snuck off to Bali, and Steve went to ground in Venice. What some people do to avoid the press. Oh, by the way, two more are planned for release in March 1984.

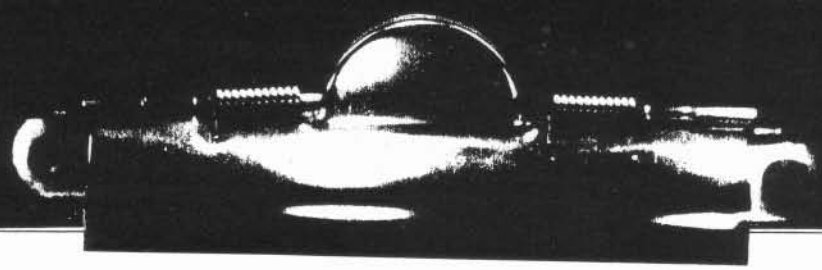
Many *Traveller* players, including me, find the game too constricting in its scope — not enough rip-roaring alien bashing for my tastes. This is because Marc Miller, the designer, sees *Traveller* as a serious, logical projection of the future and not a world of fantasy. However, with declining sales it looks like the cracks are appearing. Already a 25mm range of figures by *Grenadier Models* has been approved (in the old days it was 15mm, like it or lump it) and full-colour artwork is being used in the game. Rumour has it that Marc's manuscript for the *Traveller Adventure* hardback book has been given a cool reception at *GDW* and now the brothers Keith are playing around with it; hence the delay.

Ah well, no more space left for me this issue. The *Dwarfsters* have promised me a page every other issue if I get good ratings in *The Reader Strikes Back*. Don't forget to vote for me, I need the free ticket to next year's *Dragonmeet*.

Super Mole

GOBBLEDIGOOK by Bil





THE READER STRIKES BACK

As we put the finishing touches to White Dwarf, *we thought it only fair to let you have your say. Don't mess around, give it to us straight. Only by voicing your opinions can you hope to influence our selection of material for publication. If that incentive is not enough, people wishing to tell us their name and address will be eligible for a prize draw. The winner will receive a* White Dwarf *subscription for a year, a binder and a badge. Send your completed questionnaires to The Reader Strikes Back, 27-29 Sunbeam Rd, London NW10 by 1 October 1983.*

1. Rate the following Departments between 1 and 10:
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    (b) .....
    (c) .....
    (d) .....
    (e) .....
    (f) .....
11. List your favourite SF/F authors:
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    (c) .....
    (d) .....
    (e) .....
    (f) .....
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    (d) .....
    (e) .....
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RuneQuest	More ☐ Less ☐ Same ☐	More ☐ Less ☐ Same ☐
Traveller	More ☐ Less ☐ Same ☐	More ☐ Less ☐ Same ☐
T&T	More ☐ Less ☐ Same ☐	More ☐ Less ☐ Same ☐

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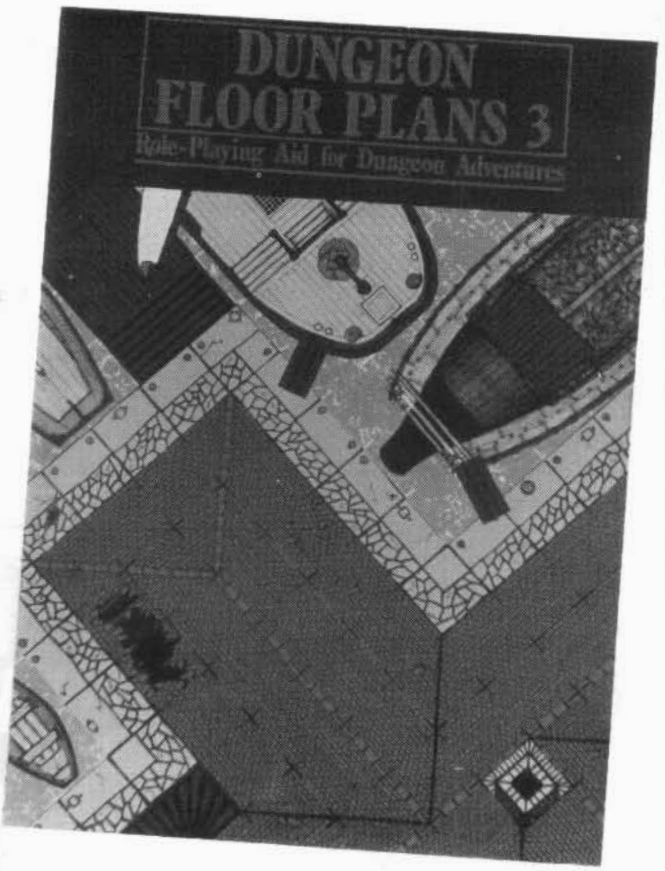

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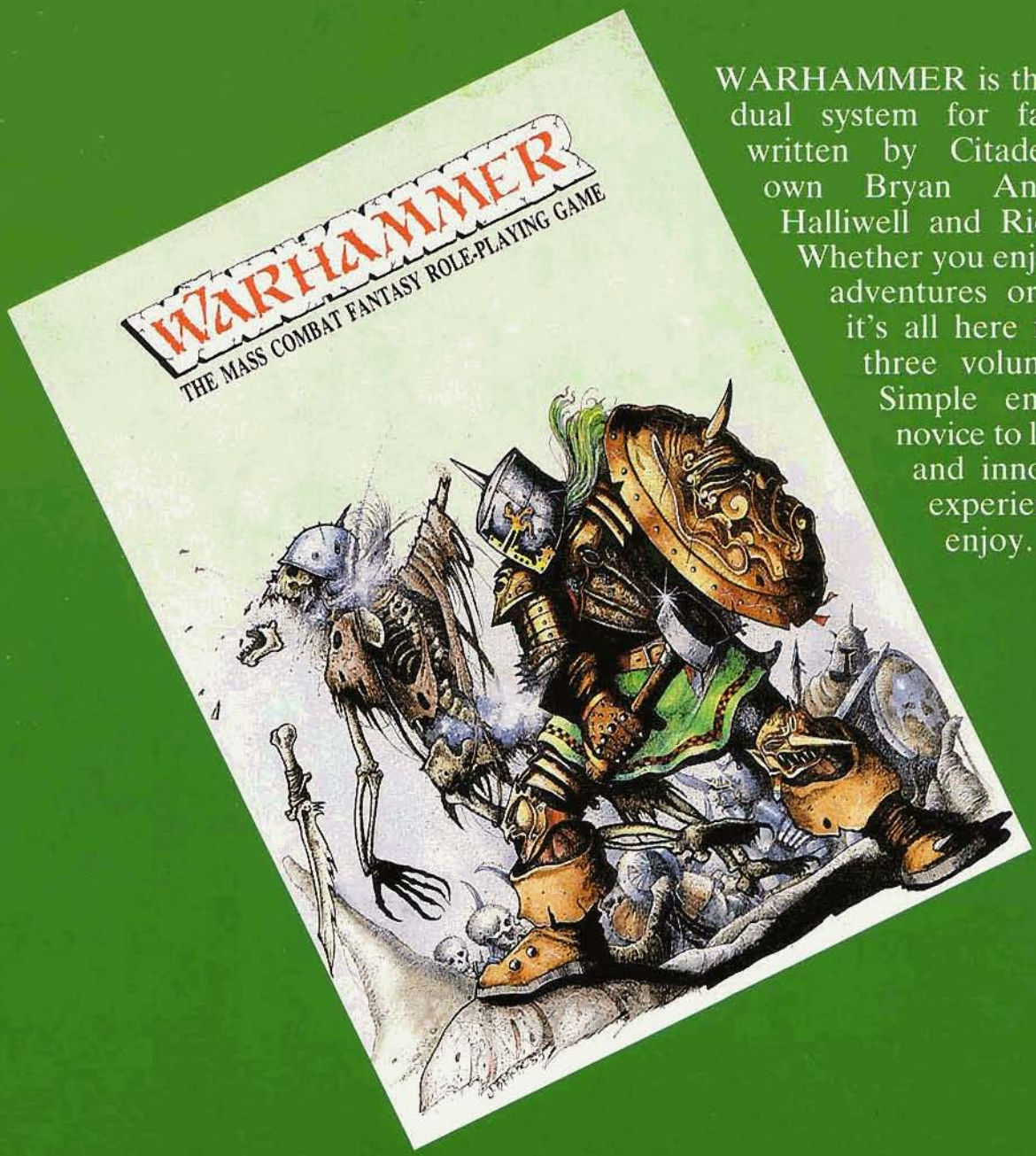

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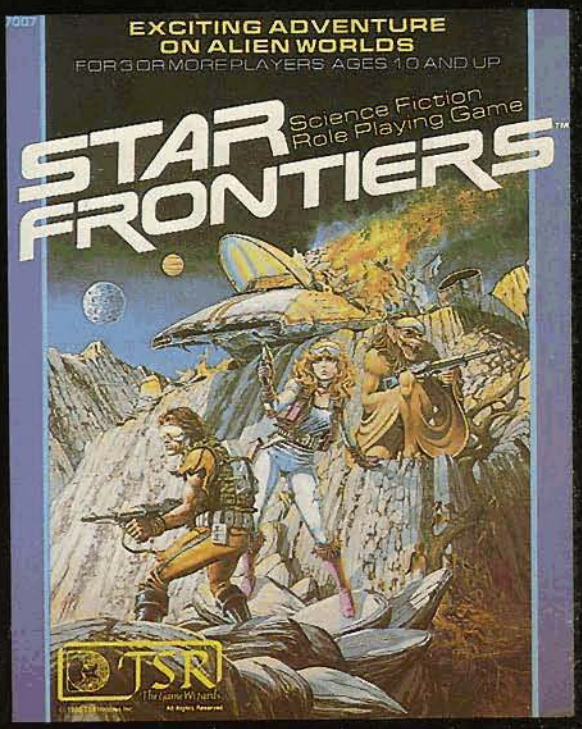

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